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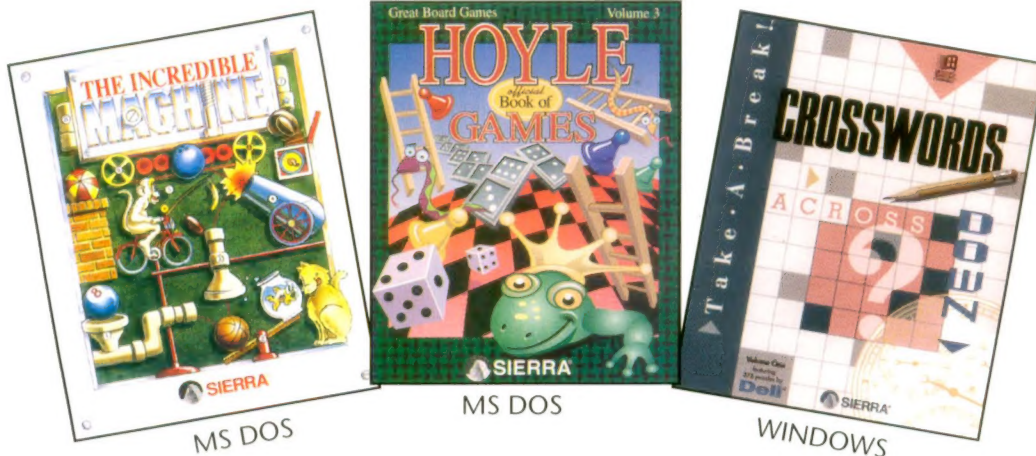
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CORRESPONDENCE



One More Vote for Politically Incorrect Comedy

Dittos to Al Lowe and the rest of you at Sierra!

I really enjoyed Al's article ("The Jokes We Voted For," *InterAction*, Fall 1994), but when I called Sierra Direct to order the game, I was told that it had been canceled. What happened?

A Dittohead in Dallas, Texas

The official response from Sierra on this subject was "After some major positive (and negative response) to Capitol Punishment, the decision was made to shelve Al Lowe's political satire until tempers cool off from the elections." That's all the information we could get out of the Sierra PR lackey. We found this response a little hard to swallow. After all, Al has never been shy about creating a controversy.

We think the real reason CP was canceled is that Al quickly grew weary of all the speeding tickets he suddenly started getting each day on his way home from work, especially since he kept getting pulled over by the Arkansas State Troopers and he lives on the West Coast.

We called Al Lowe to get the real details, but he was unavailable for comment since he just got a surprise audit from the IRS. Every attempt to contact him via the U.S. Post Office seems to have gotten lost in the mail. We plan to have someone go out to see him personally as soon as the people from the Department of Motor Vehicles return our drivers' licenses, which were mysteriously cancelled. Oh well, you won't be able to play Al's Capitol Punishment game this Christmas, but isn't it great to know that in America we still have the freedom of [THIS INFORMATION CENSORED BY ORDER OF THE U.S. GOVERNMENT].

If you are still looking for a dose of "politically incorrect" comedy for your computer, you may want to check out Al Lowe's new release of Freddy Pharkas, Frontier



Al Lowe's politically incorrect comedy game Freddy Pharkas is now on CD. He calls this screen selection "Ode to Ollie North."

Pharmacist on multimedia CD. The game features greed, drugs and a big problem with hot air that comes from a bunch of horses' rumps, so it might as well be about Washington, D.C.



Al Lowe is currently in hiding from government authorities. He recently sent this photo from an unnamed location in Washington State.

Say "Fun" In Foreign Languages

Dear Sierra:

I was surprised to see your advertisement for *Berlitz Live! Spanish* in a magazine recently. Since you make software products that teach foreign languages, when can we expect to see games that actually speak foreign languages? I teach classes in French and Spanish and would love to be able to reward my students with computer games that are playable in these languages.

T. Gallardo, Santa Barbara, CA

We're glad you asked! Sierra has long made games in foreign languages, mostly for overseas distribution, but recent Sierra products have gone multilingual to conform to the needs of the diverse cultures of North America. Here's a quick list of games that are available in U.S. markets that will speak alternate languages on command. More will follow:

Incredible Machine 2	Spanish, French, German
Mixed-Up Mother Goose CD	Spanish, French, German
Goblins Quest III (Disk & CD)	French, German
Lost In Time	French, German
Inca	French, German

You may want to contact Sierra's offices in Europe. Sierra Europe carries a wide variety of entertainment and educational software in French, German, Spanish, and other languages. The phone number for Sierra Europe is 33-1-46-01-4600, or 33-1-46-31-7172 for FAX services.

Thinks Rumors of Disk-Game Demise are Greatly Exaggerated

Dear Sierra:

I beg to differ with Mr. Williams (Fall 1994) when he says we all need to run out and get a new Pentium Computer with a CD-ROM drive. In just the last month, I've purchased three great new disk-based games that are better than the ones I've seen on CD-ROM.

While I know that there are lots of good games that come out every year, and even Ken couldn't play them all, he couldn't have missed these three since all are from Sierra. If Ken doesn't think that *Front Page Sports: Baseball '94*, *Lode Runner* and *Alien Legacy* are better than anything that's come out so far on CD, then I'd say that he doesn't play his own games anymore.

I ran out and bought my first CD-ROM drive years ago when Ken wrote his first article about how CD-ROM drives were a "must have," and I upgraded when Ken said I'd need at least a 486 in the near future. In spite of all the money I've spent, I've never found that great CD-ROM game that really convinced me my hard disk wasn't better. More often than not, I have trouble even making the CD games run right.

I'll keep looking, but I'm not convinced that CDs will ever overtake disk games if what I've seen on stores shelves is any indication.

T. Watana, Saugus

Wow! How can Ken disagree with a letter like this? You've got him cold when you say that Lode Runner, Alien Legacy and Front Page Sports: Baseball '94 are all great games, but to be fair to Ken, in his Inside View column he wasn't pointing to current games when he talked of software products that would make you want to step up to that new computer or new multimedia upgrade. He talked mostly about King's Quest VII, which should be hitting the stores later this month, and Phantasmagoria, which won't hit until sometime in early '95.

We shared your letter with Ken, and he had this to say in response, "If you want to compare what's available in stores today with the CD versions, Mr. Watana has a point. I can think of a number of disk games that are better than most CD products. Lode Runner on disk is a much better action game than any action game you'll find on CD, and I think the game Slater and Charlie Go Camping is a much better disk-based game than many similar CD-based games the multimedia magazines talk so much about. But that's today. By the time Christmas is over, I think my point will be made about how good the new multimedia game CDs really are."

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THE INSIDE VIEW



[Editors Note: Ken Williams is Sierra On-Line's President. He founded Sierra 15 years ago with his wife, Roberta, who is a best-selling author of computer adventure games. They have two children; DJ who is 20 and Chris who is 15.]

I love Christmas! I confess, I'm one of those people who gets all sentimental this time of year. Problems seem to melt away, and what you're left with is this incredible feeling that perhaps you've got it a whole lot better than you thought.

I especially think about family at Christmas. One thought that has really been nagging at me lately, is wondering about the world my grandchildren will grow up in. Even though it's not something I really have to worry about all that soon, and to be honest, it's not something I should even really spend all that much time wondering about. It's not like the world's likely to change its course just because I spend time worrying about where it's going.

It was this kind of worrying that caused Sierra to be based near Yosemite National Park, California, in the first place. My son, Chris, turned 15 this year, and it's no small coincidence that the company my wife and I founded turns 15 at the same time. I grew up in Los Angeles, City of the Angels. I can't say I had a bad childhood; but even then, there were signs that LA was heading for trouble. Gangs were starting to form and crime was on the rise. I really didn't even feel safe driving back and forth to work. This was not a world Roberta or I wanted for our children.

So we decided to move to a much smaller town. Leaving Los Angeles turned out to be a lot more difficult than we had first thought. I was a computer

programmer, and 15 years ago there really weren't jobs for computer programmers in small towns, any small towns! Sierra On-Line was born as much out of this need to invent myself a job outside of the big city as it was an entrepreneurial spirit.

Our move was a success. The environment my children grew up in was much different than what they would have experienced in LA. Chris's elementary school only had about 100 kids. The town was small enough that we always seemed to get a full report on how DJ was doing in high school just by going to the post office or waiting in line at the grocery store.

At first it was just Roberta and I making games out of the house. She would design the games, I would program them, and together we would copy the disks and pack the boxes. Our phone would ring 24 hours a day with people asking questions like "How do you get past the snake?" It didn't take long at all until we found ourselves with an office and we had to start hiring others to help us make games.

Small towns tend towards having fewer problems than big cities. Life in our small mountain community really did seem rooted in a time that ceased to exist elsewhere decades ago. Our children grew up about as great as any parent could ever want. We wound up spending fifteen very special years in the mountains.

If there is any wish that I could have for the world this Christmas, it is that all families could turn out as well as ours. Which is very surprising, given that Roberta and I work what seems like 24 hours per day, seven days a week. Because the company wasn't located in a large town, we frequently had to travel to do business. Even when we were home, it was not unusual for both of us to get home from work late at night, or to spend our evenings deep in discussion about what was happening at work. Building a small business is much more difficult than it sounds. Sierra has a slogan for our *Outpost* game, "Every day you survive is a victory." This slogan explains what it is like to run a small business better than anything else I could say. There was no way Roberta or I could find the time to take our kids to

ball practice, or attend PTA meetings etc. We just couldn't do it.

What worked for us was to focus on the quality of the time we spent together as a family, rather than the quantity of time. We worked at home in the evenings whenever possible, just so DJ and Chris could at least feel part of a family. We developed a strange way of organizing our lives. Our family rule was that Roberta and I could work as late as we wanted during the week, but that Saturday was for just Roberta and I, and Sunday was for the whole family. For fifteen years we had someone stay with the kids every Saturday. We called in about every hour, just so they knew we hadn't forgot them. Sunday was their day. We would usually go somewhere, anywhere they wanted. During the week

Whenever possible I used technology to maintain a tighter linkage to my family. When DJ went to college in New York, we used a computer network, The ImagiNation Network to maintain contact.

they went to school and watched us work. Chris and DJ spent thousands of hours, in the evenings, sitting behind Roberta watching her debug another of her *Kings Quest* games.

Whenever possible I used technology to maintain a tighter linkage to my family. When DJ went to college in New York we used a computer network, The ImagiNation Network to maintain contact. Sierra created this multi-player game network. I will always remember the feeling I got for the first time when I was able to spend an evening playing cards with DJ and my father who had moved to Chicago. Cool. We were thousands of miles apart, but together.

People blame all kinds of things for the world's problems. They blame TV, they blame the schools, they blame the gangs, they even blame the music. There's some

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SIERRA

truth in this. TV isn't always perfect. I usually rant and rave about what gets on TV these days. But I don't believe that fixing any of these things is the magic solution to the world's problems. I believe that if there is any one thing that would have the highest possible impact on making the world a better place, it is simply to spend time together as a family and let our kids know we care about them. Not exactly original thinking, but it seems to have worked at my house.

Computer games have always been a part of our home life. Both of our kids have had a computer most of their lives. I think computers are good for kids. At the very least they are better for them than TV; I worry because TV causes kids to veg-out. Like any other muscle, the brain needs exercise. Most computer games force the player to think.

I get a kick out of the fact that one of Sierra's games has swept many of the nation's top awards as Best Educational Product—*The Incredible Machine*. Can you imagine that? We didn't intentionally build this game to teach anything. We just thought it would be cool to build a construction set, kind of like *Legos*® or *Lincoln Logs*®, that contained much cooler stuff; like laser beams, mirrors, bowling balls, teeter-totters, ropes, pulleys, mice, and even fish tanks.

Even our war games are not without their positive aspects. While you're having fun shooting enemy aircraft out of the sky, you are learning history. You would not believe the research we do before building a flight simulator. Writing a history textbook would be simple compared to what our researchers go through to create one of our *Aces* historic flight/submarine simulators. We even had someone studying astronomy just so we could ensure that the stars were in the right place for each and every World War II battle we were simulating. What more fun way could there be to learn history and geography? There are some very compelling reasons for learning European geography when you find yourself flying over it in a USAAF P-47D Thunderbolt, with a Luftwaffe Focke-Wulf 190 hot on your tail.

We're even branching out into space. *Outpost* is a construction set, kind of like *The Incredible Machine*, except that it has a hard science underpinning. There is nothing you will read in a science textbook that will give you the feeling of really trying to survive on a hostile planet as much as what you will find in *Outpost*.

Two years ago, Sierra started publishing a line of educational products that were labeled as educational

products. I've always thought that our experience making entertainment products would allow us to build fun educational products. Our designers understand how to use animation and music to make fun experiences.

Everyone learns best when they are having fun. On several occasions, I've spent eight hours playing our games and thought I had spent one. I've also spent one hour at educational seminars that felt like eight. It really is true that "time flies when you are having fun."

I am excited about the potential of computers to teach in ways that just



Computer games have always been a part of our home life. Both of our kids have had a computer most of their lives. I think computers are good for kids.

aren't feasible any other way. For instance, wouldn't it be great if each student had their own teacher? No two students learn at the same pace or learn the same way. This goal is only achievable through technology. Sierra is doing a ton of work in this area. Our Talking Tutor series of products all feature a personal tutor, who always appears on-screen, as an animated "friend" to guide the student through the course material. At Sierra, we call this character the "Intelligent Agent." The Agent's job is to see to it that the material is presented in a sequence and at a rate that the student can handle. Sometimes

the Agent will observe some problem, such as material from an earlier lesson which has been forgotten, and will "intelligently" guide the student back through the earlier material.

Theoretically, educational software shouldn't be necessary. Kids are already spending six hours a day in school and a couple more doing homework. Why burden them with more learning time per day? My problem with this question is that it assumes that learning isn't fun. It can be. There are several reasons to use educational software. One is, from time to time kids get stuck doing their homework. I confess that when Chris comes home with an advanced algebra problem, I avoid helping him. It's been a long time since I solved some of these equations. I usually wind up more stumped than him, and I was a physics major! Another great reason is that sometimes a student gets behind in class, or wants to get ahead to lock in a better grade. Most textbooks are oriented towards supplementing a teacher—they are not meant for self-study. Really though, the biggest reason for buying education software is that computers make learning a fun way to spend time.

Great teachers know that students learn best when the material is made interesting, and where there is frequent interaction between the teacher and the student. Great teachers also have infinite patience, making even the driest subject matter seem fun and never make you feel stupid. Sierra's Intelligent Agents try to capture all these attributes of a world-class teacher, and then raise them to a new level.

Early next year we will bring another educational project onto the market that I'm really excited about. It's called the *A.D.I. Learning System*. It incorporates an Intelligent Talking Agent into a fully integrated modular learning environment. We hope to make hundreds of individual low-cost learning modules available, all of which run from one common desktop. Built into the child's personal desktop, (that they decorate as they please), is a reference library, notebook, calculator and parent feedback reports/graphs. One particularly interesting feature is that we're also building in dozens of games which are only revealed to the student, (by the Intelligent Agent), if the child is spending time in the learning modules.

There is so much happening at Sierra in our education group that I can hardly believe it. We even have a group working on building cyberspace's first school-house. What we're trying to come up with is a school that doesn't have geographic limitations. Students can

come from anywhere and learn along side other students from all over the country. Perhaps, even the whole world. It will have a library that is open 24 hours a day, and teachers standing by to help with tough homework problems. The learning will be incredibly fun. I just


Great teachers know that students learn best when the material is made interesting, and where there is frequent interaction between the teacher and the student.

saw this week a game our engineers were working on which allows kids to form teams tunneling under the earth to discover ancient Mayan ruins.

Now that I've told you why I moved to a small town in the mountains, and what I'm trying to accomplish with Sierra, I bet a few of you are confused about why Sierra's corporate headquarters, and my family, moved to

Seattle. The answer is that I had no choice. Sierra outgrew the Yosemite area. The town physically could not cope with our growth. There started to be all kinds of crazy logistical issues, like having access to housing for our employees. Also, we were having trouble recruiting enough people. Sierra was really the only major employer in the town of Oakhurst (near Yosemite). Too often, we would offer someone a job but found they couldn't relocate because their spouse couldn't find work in the area. There really wasn't a huge pool of people to hire from locally, so most new employees had to move in. Like everyone, when your job moves, you move. Sierra had to move to the "Big City," and our family moved with it.

Now that we're living in Seattle, to our great surprise, we LOVE it! The move was a mess both for the company and us personally, but now we're starting to settle in. I will like it a lot better, though, when Roberta finishes *King's Quest VII*, which really is the kind of product that makes all the long days worthwhile. I just want my wife back from being buried in front of the computer 16 hours a day, so we can go explore this new city which has become our home.

Seasons Greetings! Happy Hanukkah! Merry Christmas! Feliz Navidad! Bon Noel! And, every other positive greeting anyone can think of, to you and your family! 

Thanks,



Ken Williams

Ken Williams wants to hear from you!

Ken Williams and his trusted staff will soon leave for their annual strategy meeting to plan for next year, and he wants to hear your input on what they should talk about. If you have a suggestion, criticism, or otherwise want to give Ken a piece of advice, he is eager to hear it. Send your letters to: *Sierra's InterAction Magazine*, ATTN: INSIDE VIEW, P.O. Box 53008, Bellevue, WA 98015-3008 (Due to volume of mail Ken Williams receives, please do not put contest entries, technical support questions, or other items in the same envelope as your letter).



S I E R R A ®

Sierra, the worldwide leader in multimedia entertainment, is expanding its development team.

Sierra is looking for talented, ambitious and energetic people for the following positions:

Software Engineer: Sierra is looking for software engineers at all levels; from "straight out of college" to seasoned veterans. If you have solid knowledge of C, C++ or Visual Basic, and are unafraid to be challenged, Sierra may be right for you. As a premium provider of high-end multimedia products, Sierra sets the standard in new technology. We have projects underway now to build products under Windows, Windows NT, networked applications, flight simulators, CD-ROM, Silicon Graphics, Video Game systems etc. No matter how good you think you are, we have a project which will push you to levels you never thought possible. At least two years of programming experience or a college degree required. 20 positions open.

Illustrator/Animator: Have you ever dreamed of being a background painter or animator? Sierra believes interactive entertainment is about to explode into the mainstream and there is an opportunity for Sierra to establish the same premium quality leadership image that Disney cultivated with the introduction of the animated feature movie. If you are the best, or have the dedication to become the best, you owe it to yourself to apply. At least two years of related experience or a college degree required. 12 positions open.

Game Designer: Are you creative? Are you a published writer? Are you a "Gamer" who understands plot, character development and interactivity? Sierra is looking for writers who are experienced gamers to help us continue to push the edge of the envelope in Flight Simulation, Sports, Adventure games, Strategy games and Fantasy Role-Playing, and to invent new categories. Due to legal reasons, please do not send unsolicited game designs for unsolicited manuscripts. 4 positions open.

Interested candidates should write Sierra at:

Sierra On-Line

R&D Recruiting

3380 146th Place SE, Suite 300, Bellevue, WA 98007

Please indicate which development location(s) you would consider for relocation.

We have openings now at our Oakhurst, CA (near Yosemite National Park), Seattle, WA and Eugene, OR development centers.



NEWS NOTES

The latest from the greatest in home interactive software

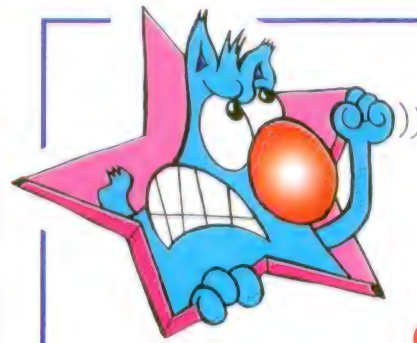
Will it become the Oscars of Entertainment Software?

The TBS television network will debut a special awards presentation hosted by the *National Academy of InterActive Arts and Sciences*. While

no one knows who the big winners will be, it has been announced that *Gabriel Knight: The Sins of the Fathers* is up for an award for best interactive entertainment product, and both Tim Curry and Leah Remini have been nominated for their performances as Best Leading Actor and Actress, respectively. The show is scheduled for November 5. Check your local listings for the time and station in your area.



Nominated as Best Actor and Actress: Leah Remini (top), and Tim Curry (right), stars of *Gabriel Knight*. Watch and see if they win.



What do Saturday morning cartoonists do all week?

Fans of Saturday morning cartoons may have caught a reference to a different kind of Toon in a recent episode of Fox's *The Tick*. In this episode (El Seed), there is a scene where a stolen gardening truck speeds towards Las Vegas. If you're very quick with the pause button on your VCR, you can see that the license plate on the truck reads "SID N AL." A random collection of letters? Or a reference to the popular game *Sid & Al's Incredible Toons*? No one but the animators know for sure, but it's nice to think that even professional cartoonists can find time to enjoy the challenge of Sid and Al.

Editor's Note: Have you seen Sierra somewhere unusual? Where have you seen a Sierra game that you bet we've never heard about? We are often surprised when we receive a review from magazines like *American Journal of Hospital Science* or catch a sitcom character playing one of our games on TV. If you've found a reference to Sierra or a Sierra game in a book, magazine, movie or anywhere else that you think we'd miss it, drop us a line. If we publish your piece, we'll send you a free Sierra game of your choice. In the event of duplicate entries, award will go the entry with the earliest postmark.

Talking Tutors' get more than lip service from National Parenting Center

Early Math and *Beginning Reading*, both Talking Tutor games, recently earned the Seal of Approval from the National Parenting Association, and *Early Math* also earned a Gold Medal for its exceptional value and quality. If your kids haven't experienced the fun of learning with a Talking Tutor, check out the special offer on the next page.



Don't learn a new word tomorrow — Learn a new language

"It's easy." Haven't you heard that before? But what if there was a way to learn a new language without books, tapes or a teacher? What if you had your own personal tutor who worked at your speed and was available anytime? Sound too good to be true?

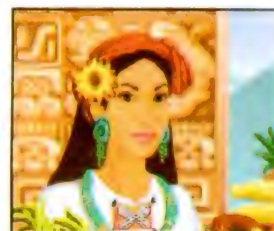
Well, Sierra just made it a

reality. With our *Berlitz Live® Language Series Sampler* you can try *Berlitz® Live! Spanish* or *Berlitz® Live! Japanese*. This 20-minute introduction combines the proven Berlitz training methods with Sierra's interactive multimedia technology. Brilliant graphics and outstanding sound quality

make it easy to learn, and you get to try the program before you buy it. \$5.99.

To order any of these CD samplers or games, visit your local software retailer or call 1-800-757-7707.

Your personal tutors speak with accurate lip movements, so you not only hear the correct pronunciation, you see it.



Warning to all Network Administrators: New Battledrome has network support



Last year, it was the game *DOOM* that had administrators throwing fits as the game was played across networks all over the nation. (In fact, more than one major company – including Novell – banned *DOOM* from the network because it wasn't a particularly well behaved application and ended up bogging down entire companies' systems.) This year, the Network Administrators' nemesis will be *Battledrome*, a fast-paced, incredibly detailed battle game. Office workers will lock themselves in their offices for hours at a time doing anything besides work. In tests at Sierra, we've found that competitors often call each other on the phone to taunt each other as they play, so don't try to call your people up on the phone when they have their office doors locked. We recommend you knock on the door instead. It will probably take a sledgehammer to get their attention. Good luck.

Play an entire chapter of King's Quest VII before you buy the game (before it even hits retail shelves!)

Why would a major computer software company let you play (not just preview) what will probably be our best selling game to date? No easy answer on this one. But that's exactly what we're doing on our *Sneak Peeks 2 CD Sampler*. Gamers are going to have a chance to play a whole chapter of *King's Quest VII*, and that's just the beginning. The CD Sampler includes playable demos of *Space Quest VI*, *Lode Runner*, *The Incredible Toon Machine* and full-video interviews with game designers Roberta Williams and Al Lowe. Adventure, Action, Family Entertainment, Simulation, Sports and Strategy are included on this CD. In fact, the entire Sierra catalog can be found here. \$5.99.

Let your kids take a test drive



Kids are honest, brutally so sometimes. They make instant decisions about what they like and dislike and have no qualms about letting you know their true feelings.

They'll give something new about five minutes. If they don't like it, they'll tell you and that's it. So what's a parent to do – especially if you're trying to find the right educational program that will captivate your child and teach him or her something new? You could try a hit-and-miss approach. Just buy an educational computer program and hope for the best. Or, you could spend very little and get a lot with the *Sierra Kid's CD Sampler*. It contains six of Sierra's highly-acclaimed interactive, multimedia products on one convenient CD. It's the cost-effective way to "see for yourself" how Sierra's award-winning Talking Tutor series teaches children. It's 30 minutes of interactive learning time, with five minutes of activities from each of the six programs including: *Alphabet Blocks*, *Early Math*, *Beginning Reading*, *Kid's Typing*, *Spelling Jungle*, *Spelling Blizzard*. Your biggest problem after your child tries the CD – getting a chance to play some of it yourself. \$3.99.



INQUISITION 2000

Like many of you, I have been waiting for the next *Incredible Machine* to come out and now it's

here! So that all of you can experience the fun I'm going to talk you into getting it. That shouldn't be too hard. I just have to describe it.

I used to always want to build a machine of some sort to turn off my light. I'd get in bed, read a little, get comfortable, then I'd want to go to sleep. But my light would be on, so I'd have to stand up, walk over to the switch, and then turn it off. When I'd get back to bed I would have to get comfortable and sleepy again. Many was the time when I brought out my legos®, Tinker Toys, and various other toys so I could make just such a machine that would turn off the light for me. You may not have had a light problem, but I bet that there was always some machine you planned on making. (I now have a lamp right beside my bed.)

With *The Incredible Machine 2*, I can plan out any machine I would ever need. If I got bored then I could go and play the game itself, and if I had a friend over I could play against them. There's 113 (if I counted right) different pieces and each one does something different. Plus, now there are various backgrounds and scenery you can use to decorate your machine.

The game proper goes like this: There's a machine which when completed will accomplish a goal. For instance, to pop all the balloons on the screen, you're given the extra pieces to the machine, but you don't know where they go or if they're even the right ones. But unlike the first *Incredible Machine* you can have the computer help you.

There's also a new two-player mode. You can challenge somebody to see who can fix the machine first. You take turns putting in and moving around pieces. But where the real challenge comes from is putting pieces in the way or not taking a piece out so that the other player has to waste a turn.

Now I will give you an example of what a machine looks like (I built this machine myself):

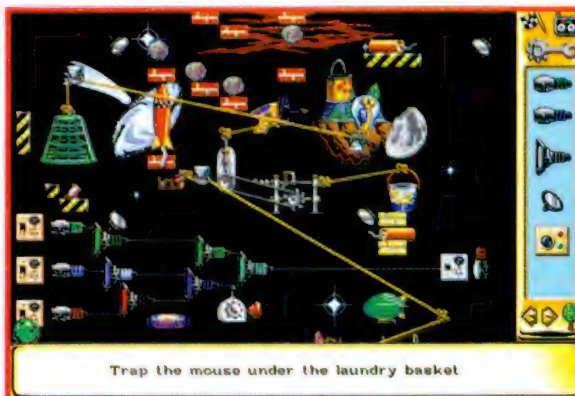
A bowling ball falls, hitting three switches. Each switch turns on an outlet, and each outlet has a laser plugged into it. The three lasers shoot; the first beam is green, the second blue, and third is red. The red and blue beams go through a laser mixer creating a purple beam. The purple and green also go into a laser mixer coming out with a white beam. The white beam hits a laser-activated plug and turns it on. A red laser is plugged into the laser-activated plug, so it shoots. The beam goes straight up until it hits a mirror. It

then bounces to the left. It hits a stick of dynamite and lights the fuse. AARGHHH!!! It's going to blow up!! HELP!! Wait a second, it's all on a computer screen. Oops. (Wasn't that scary?) BOOM!! The dynamite blows up and the laser is able to continue on, but not very far. There's an area of bouncing balls and the balls are bouncing just right so that the beam can't get through.

So underneath the area of balls I put a missile and match on a spring to light the missile. But to light the match something has to pull the switch.



Have you ever imagined a machine you could build that would send laser beams bouncing off balloons and blimps into fiery explosions?



Build a better mouse trap? With the *Incredible Machine 2* you can try your best at devising an elaborate trap that makes catching mice fun.

So I tied the switch to a teeter-totter's high end. But something has to hit the high end so that it goes down and starts the match. So I set up a blimp to hit it. The only problem is that the blimps headed the wrong way and right into a flame. So I set up a bucket to fall from the top of the screen and have it collide with the blimp. That forces the blimp to turn around and hit the teeter-totter.

BOOM!!!! The balls go flying but the laser beam is able to get through. It bounces off a couple of mirrors and ends up lighting some more dynamite. BOOM!! The explosion sends a bucket with a rope attached to it flying. The

rope pulls a lever or something on a Trans-Roto-Matic* which causes a protruding gear to turn. A gear belt is attached to the gear and a Roto-Trans Converter.** This causes another rope to be pulled. This rope is attached to a ray gun's trigger and so the trigger is pulled. The gun shoots a balloon that's attached to an upside-down laundry basket via another rope. The laundry basket, no longer being supported, falls onto the mouse completing my mouse trap! If you haven't played an *Incredible Machine* game, you probably don't understand how complex all this can be and so this may sound crazy to you. All I can say is that you'll like it. I do.


In my last article on *Loderunner* a lot of people had a hard time understanding what the exact path was. This is because they put the two pictures in the wrong order. You start off where Jake is in the lower picture. He then goes to the left and up the ladder. At the top, he goes to the right ways then backtracks. Then, he continues to the right and down the ladder on the right side. Once he's gotten all the gold, a sound goes off. Then he goes back up the ladder. Another ladder has appeared a little to the left of the one he's on (along with a bunch on the far left). He goes up that ladder to the far top, then he goes to the left on a bar. The top picture in the magazine is taken from here. He winds his way around a little eventually going through the "I" shaped thing. He then appears in the upper left corner gets the key and goes to the right. He lands on the ladders just below. He works his way up to just below where the key was then blasts his way down. There's a set of three "I"s he goes through the middle. He then appears just below and to the left of it. Goes into the "I" to his right, lands on the platform to the right of where he started, blasts a hole through the non-steel turf and ends up in the passage stretching from the bottom left to bottom center. Works his way to door in the bottom left and leaves.

See ya next issue!

Chris

P.S. If you thought this article was more boring than usual, it's because my parents have no sense of humor (as you can tell from reading my dad's article or reading the death messages in any of my mom's games). They made me take out all the really good stuff.

*Trans-Roto-Matic (definition from *TIM2* manual) - This handy gadget turns translational motion (back and forth) into rotational energy (around in circles).

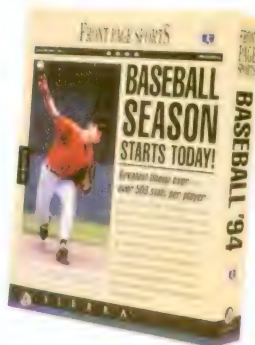
**Roto-Trans Converter - This nifty (They actually used the word nifty!!) contraption turns rotational energy into translational motion. 

By Chris Williams

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Return to Zork
Activision



Star Control II
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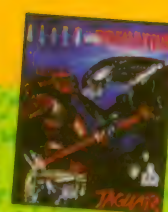
Elder Scrolls Arena
Bethesda



Super Street Fighter
Capcom



Fighters History
Data East



Alien vs. Predator
Atari



Contra Hard Corps
Konami



Lands of Lore
Westwood



The 11th Hour
Virgin Games



Flashback
U.S. Gold



Return to Ringworld
Tsunami



Hell
Take 2 Interactive



Lufia - Fortress of Doom
Taito



Dark Sun
SSI



Outpost
Sierra On-Line



X-COM
Microprose



Star Trek: The Next Generation
Spectrum Holobyte



Disciples of Steel
MegaSoft



Star Wars Rebel Assault
LucasArts



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JVC Musical

Yo Dude,

Get a

Clue!



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Machine!

AAAAH!

Don't Be a

Clueless Loser!

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75 cents per minute

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TOP TEN GAMES

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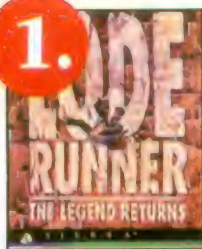
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1.



Lode Runner

Boy, are you gonna dig it! It's the most "amazing" multi-action game "on earth." There are ever changing levels (you can build your own), and the action is furious fun. Many consider it the most engaging game ever.

Play at your own risk, a power outage

may be the only thing that will make you quit. **For DOS, WIN, MAC on Disk and CD.**



2.



Aces of the Deep

"Dive, dive!" Dive into underwater submarine simulation that will keep you breathless for hours. When you take command of your own submarine the action will blow your ballasts.

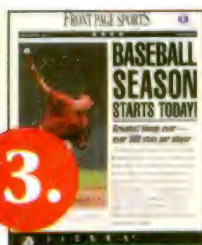
Everything from sonar to torpedoes to factual and historical

realism combine to give you the true feel of your own sea quest.

For DOS on Disk and DOS/WIN on CD.



3.



Front Page Sports: Baseball '94

Take yourself out to the ball game; any game, any team, any stadium. Own the team, coach the team, it's your very own sport. With 3-D realistic graphics, accurate player stats, and cheering crowds, this game is the software

divisional champion. Officially licensed by the Major League Baseball Players Association.

For DOS on Disk and CD.



4.

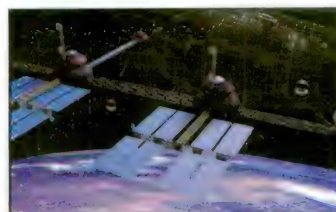


Outpost

Humankind's valiant effort to preserve their race after the destruction of earth. Brilliant outer space building simulation and a NASA related database. Your skill, ingenuity, strategy, and inherent will to survive are your only allies as you struggle to

reconstruct a new life on another world.

WIN on Disk and CD.



5.



Daryl F. Gates' Police Quest: Open Season

Open Season draws players into a very disturbing world where players are not just "behind the badge," they become both the hunter and the hunted. It challenges players to choose between "doing it by book" or

doing it to save your life. Film-quality scenes and soundtrack.

For DOS/WIN on Disk and CD



6.



Betrayal at Krondor

QuestBusters Magazine calls it, "a genuine genre-bender, bound to inspire other designers as much as it is to please adventurers." It's a fantasy role-playing experience of magic, storytelling, and 3-Space technology.

Take your place among

legends in an ancient battle of magic, darkness, and

deceit. **For DOS on Disk and CD**



7.



Leisure Suit Larry 6: Shape Up or Slip Out

Never has one man tried so hard to be so humorously put down by so many women. Larry looks much better on the canvas of CD-

ROM thanks to the new

completely redone SVGA graphics, and he now has a real voice. Light-hearted adult humor. **For DOS/WIN, on Disk and CD & MAC on Disk.**



8.

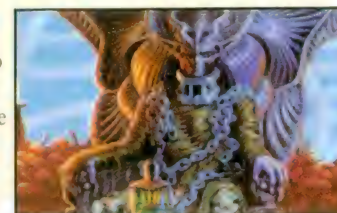


King's Quest Collector's Edition - CD-ROM

Like owning the complete works of Shakespeare, Roberta Williams' unsurpassed classic King's Quest adventure series collection is pure computer gold.

Beautifully bound including two

CDs and six family-wholesome games of honor, glory, suspense and adventure. It makes a wonderful Christmas present that will last for years. **For DOS/WIN on CD.**





THE SIERRA SHOPPER'S SAFARI!

Hunt for the Big Games this Christmas and
Win a **New Multimedia PC** or 1 of 1,000
Free Sierra Tee Shirts!

It's Easy to Bag Big Prizes!

Here's an opportunity to have a little fun while you're shopping this holiday season, plus a chance to win one of 1,000 Sierra tee shirts, or even a new Multimedia PC Computer.

Winning is as simple as tracking down big Sierra games at your local software store and finding answers to the questions on the back of this card. If you can hunt down the big games on software shelves, you'll have no trouble finding the answers you need to complete the entry.

Grand Prize

Multimedia PC Computer, 486/66 machine with CD-ROM drive, SVGA graphic capabilities, sound card and speakers.

1,000 runner-up prizes

Sierra's 15th Anniversary Celebration tee shirt. A classic of modern design and silk-screen printing, this terrific tee will impress your friends and coworkers alike. White, pre-shrunk cotton, emblazoned with Sierra's dramatic 15th Anniversary logo. (To date, this tee shirt has only been available to Sierra employees. Not available in any stores.)

Place
Stamp
Here

InterAction Magazine

Attn: Sierra's Shopping Safari Contest
P.O. Box 53008
Bellevue, WA 98015-3008

Track Down these Big Games and Win!

- 1) **LODE RUNNER** - Using the Game Generator tools, players can easily build their own levels and: "PRESTO! _____!"
- 2) **FRONT PAGE SPORTS: Baseball '94** - One of the many great things about baseball is the statistical power of the product. In fact, FPS: Baseball offers up "_____."
- 3) **ACES OF THE DEEP** - The excitement of this WWII submarine simulation is the intense challenge that comes from "_____."
- 4) **EARLY MATH** - *USA TODAY* recommends this game because it can "teach counting, adding and subtracting to your _____."
- 5) **BATTLE BUGS** - To quote one Battle bug "I love the smell of _____ in the morning. It smells like victory."
- 6) **FRONT PAGE SPORTS: FOOTBALL PRO '95** - As coach you will decide "_____ - _____."
- 7) **EARTHSIEGE** - You now reap what you sowed. Beware of the Cybrids or "_____."
- 8) **OUTPOST** - The future is literally in your hands. Earth has been destroyed by "_____."
- 9) **LEISURE SUIT LARRY: Shape Up or Slip Out** - Larry is a lovable loser. Help him overcome all odds and experience "_____."
- 10) **ALPHABET BLOCKS** - Perfect for the pre-reader, Alphabet Blocks adjusts "_____ _____..."
- 11) **SPELLING JUNGLE** - Yobi, "_____ is your child's talking tutor."
- 12) **BEGINNING READING** - Beginning readers will delight in the "_____ _____..."

Employees and family of Sierra On-Line, Inc. and its subsidiaries, agencies and suppliers are not eligible. Valid only in the U.S.A. and Canada. Entries must be postmarked by January 31, 1995. All answers become the property of Sierra On-Line, Inc. For a complete list of winners, please enclose a SASE with your entry. Void where prohibited by law. Limited one entry per household.

Tear this off, fill it out and send it in. You could be the big WINNER!

Yes, I want to Win! Enter me in SIERRA'S SHOPPING SAFARI Big Game Hunt. I've tracked through urban jungles and suburban malls to find some of the most popular Sierra games ever made. Here are my answers. (Please print and please don't use crayons.)



- | | |
|----------|-----------|
| 1. _____ | 7. _____ |
| 2. _____ | 8. _____ |
| 3. _____ | 9. _____ |
| 4. _____ | 10. _____ |
| 5. _____ | 11. _____ |
| 6. _____ | 12. _____ |

Name _____ Phone (including area code) _____

Address _____

City _____ State _____ Zip _____



9.

Aces Over Europe

Enlist in the German, British, or American air force as a fighter pilot. You'll dogfight and battle the enemy in every kind of classic airplane ever developed for WWII. You'll thrill to air-to-air and air-to-ground battles in 3-D, multi-view

scenes and never miss any of the realistic battle action. **For DOS on Disk and DOS/WIN on CD.**

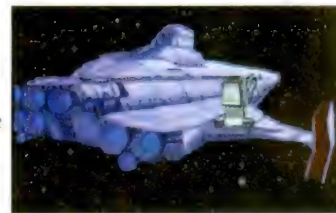


10.

Space Quest Collector's Edition - CD-ROM

Perfect for the serious and not-so-serious astro 'nut'. Roger Wilco romps through space in five complete "quantum-quazy" adventures. The collection includes the award-winning *Space Quest III* and all

kinds of inside details from the game designers. Roger cleans up the universe, you clean up on fun. **For DOS/WIN on CD.**



1.

Kid's Typing

(Ages 7-10)

Winner of a 1994 *Club Kidsoft* Member's Choice Award. Spooky's antics rate high on our Top Ten list. With so much hilarious haunting and Spooky's ghostly humor, children hardly know they're preparing for higher education and professional careers by

practicing typing speed and accuracy.



2.

Spelling Jungle

(Ages 7-10)

The jungles around the Mighty Spelling River are endangering the local tribes, plants, and animals. Your child can save them by stepping on lettered stones to spell tricky spelling words. Yobi, the wizard, will guide them through tricky words and amuse them with his wisdom and sense of humor.

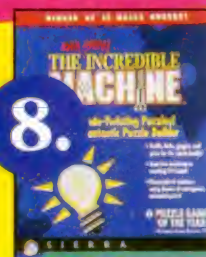


5.

The Island of Dr. Brain

(Ages 12 and up)

Ever wonder what goes on in the mind of a genius who's a scientist and an inventor? Well, here's your chance as you act as Dr. Brain's lab assistant and tackle the puzzles and wacky inventions he's created. You'll spend hours experimenting with all of his toys on his fantastic island.



8.

The Even More Incredible Machine

(Ages 9 and up)

This "Puzzle Game of the Year" (as reported by the *Computer Game*

Review) was also on the last Top Ten Game list. It features over 160 construction puzzles where the goal is to make them all work together and



3.

Early Math

(Ages 3-6)

Winner of a Seal of Approval from The National Parenting Center, a Gold Medal from the National Parenting Publication Awards, and rated "Five

Stars" by the *Children's Software Review*. Six exciting math games that involve shapes, counting, plus many more surprises.



6.

Alphabet Blocks

(Ages 3-6)

Bananas, the cheerful chimp and Jack the jolly jack-in-the-box help pre-readers learn the sounds and letters of the alphabet. They reward correct answers with animated surprises. Clear verbal instructions and simple point-and-click responses mean no reading or parental supervision required.



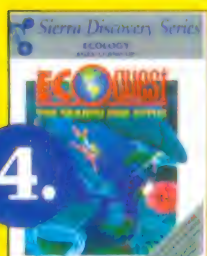
9.

Mixed-Up Mother Goose

(Ages 3-6)

You and your children will love becoming part of the traditional nursery rhyme world of Mother Goose. But what makes it even

more enjoyable is that the nursery rhymes have been scrambled and Mother Goose needs help to put them back together.

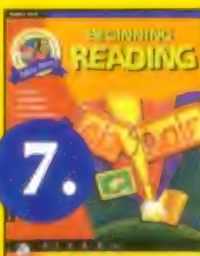


4.

EcoQuest: The Search for Cetus

(Ages 10-13)

Join an enchanting cast of animated undersea characters as you search for Cetus, the great whale king. Only you can save a mysterious underwater city. Along the way, you'll explore the sunken ruins of ancient civilizations and rescue sea creatures who are hurt or poisoned by pollution.



7.

Beginning Reading

(Ages 4-7)

Winner of the Seal of Approval from The National Parenting Center, a *Club Kidsoft* Member's Choice Award, plus it was given an "A" by *USA Today*.

Beginning Reading is the most fun your children can have learning basic reading skills, and when they're entertained, they learn better.



10.

Pepper's Adventures in Time

(Ages 7-10)

History has gone bonkers. Ben Franklin is wearing love beads and somehow 1776

got mixed up with the 1960's. Pepper and her dog, Lockjaw (you can even play the game as Lockjaw) take a delightful excursion through time and try to put things back the way they were.

Special TOP TEN FOR YOUNG MINDS!

A Product Comparison

Outpost & Alien Legacy

THE FUTURE OF MANKIND DEPENDS ON YOU



The Challenges Start at the End of Earth

In the 15th century, the end of the Earth was thought to be just off the coast of Western Europe. The popular opinion on the part of most people then was that a ship sailing over the horizon would fall off the edge of the planet and be lost forever.

In the new games *Alien Legacy* and *Outpost*, both from Sierra, the end of the Earth also represents a one way trip into the unknown, but in the case of these games, the end of the Earth is literally the end of the Earth. Global destruction. Good-bye Gaia. A planetary version of "There goes the neighborhood."

Since the end of the Earth is the beginning of both games, at first glance it might seem that these games could be very similar. To assume this would be a mistake. While the imminently doomed Earth provides a launching pad for both of these games, they quickly accelerate in opposite directions. Both games start with an explosive beginning and rapidly move forward on their own paths at the speed of light.



To Order Direct 24 Hours a Day, 7 Days a Week, Call 1-800-757-7707

INTERACTION Magazine



Hard Science vs. Science Fiction

Outpost and *Alien Legacy* share a common game goal in that both ask the player to build a new future for mankind in space, but the approach each employ in their story and game development take on a very different flavor from the start.

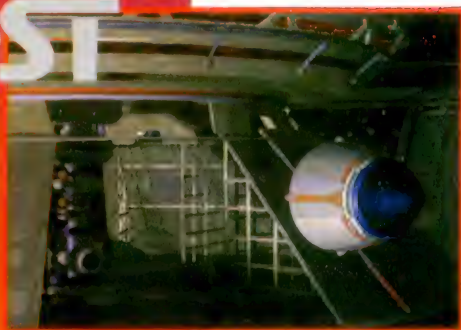
Alien Legacy begins with a storyline that details the devastating attacks on the Earth that come from the aggressive acts of an alien race. While well presented with plot details that involve the player and suspend disbelief, this premise is obviously science fiction. (Or so we hope.) From this point forward, the player takes on the role of Commander in an imaginative adventure odyssey rivaling the best of this popular fantasy genre.

Outpost begins with the destruction of the Earth when a huge asteroid collides with the planet. While some would have dismissed this premise as science fiction just a few short years ago, the very real possibility of something like this happening was proven by the collision of 22 separate large asteroids (and their destructive impact with the power of six million atomic bombs) into Jupiter last summer. This sets the tone for a game that bases its challenges in science fact.



OUTPOST

A Scientific Simulation



Select the appropriate cargo to begin your mission. But remember, more equipment means fewer survivors.



Closely examine the data before you set your course. You won't be able to return home.



Lay the groundwork for your new colony. Good planning now prevents problems later.



Careful management of your colony over many generations will ensure the future of mankind.

Outpost is an often intense, incredibly complex scientific simulation of the challenges of interplanetary colonization

"Science so hard, one could bounce a meteor off of it."

—Computer Gaming World Magazine

Designed by ex-NASA research scientist Bruce Balfour, *Outpost* is an intense simulation of building a future for mankind in space using technologies currently on the drawing boards of our nations laboratories. If the equipment isn't expected to be available 50 years from now, don't expect to see it in the game. From start to finish, *Outpost* is a game that uses hard science and carefully detailed statistical modeling to produce a gaming challenge that is not for the faint of heart.

The First Mission: Grab and Go

In the opening of *Outpost*, the role of the player could be compared to that of a lifeboat captain. As a major asteroid moves closer to Earth, the player must quickly make decisions on what should be included on the interstellar ark cargo, and each choice is painful as equipment takes up space that might otherwise be used to house human beings. When the course is set, it's not like you will be able to say "Oops, wrong star system, guess we should have taken a right at the Crab Nebula." As in any real estate decision, location is everything.



After Takeoff: Dissension in the Ranks?

Building a new home for the human race won't be easy on a desolate world, and the emergence of a mutinous group amongst your crew creates further problems and divides precious resources. From the start, the colony you build will have to compete with the rebel colony. If your inhabitants don't like the moves you're making, they can move to the competition. Add this little plot twist to the sizable list of other problems that you'll experience, like solar flares, failed equipment, etc. and it's easy to see why the magazines warn that the *Outpost* challenge is not for the meek.

The Future Is Up To You

How do you win at *Outpost*? The game really has no conclusion. (Unless you manage to kill off your space colony which is pretty easy to do.) Other than asking you to create a colony that can survive, the game establishes no goals greater than the ones you set for yourself. It does technically end when your colony is able to launch a colony-built starship, but it's up to you when (and if) you want to do this.



Available for Windows on Disk and on Multimedia CD

"An epic space adventure with a well-written storyline."

—Strategy Plus Magazine

The name Joe Ybarra has been synonymous with space strategy gaming since the original *Star Flight* was released a decade ago. With *Alien Legacy* Joe has created a game that blends adventure/role-playing, strategy gaming, and science fiction fantasy into one enjoyable package. *Alien Legacy* continually presents the player with new forms of challenge throughout the play of the game, and the storyline holds your attention from the start of the game until the exciting conclusion.

After Arrival: Explore and Inhabit

Alien Legacy opens when your Seedship, the *UNS Calypso*, enters its destination of the Beta Caeli star system. The first mission is to establish colonies and outposts amongst the planets of the star system. You will be forced to rely heavily on the expertise of your trusted advisors as you issue the necessary orders that will help Earth's survivors set up shop in a new part of the universe. The list of projects includes building a defense system for the new settlements, finding sources of building materials and fuel, and establishing basic services for your colonists. Expect to be challenged.



You're not the first

Early in the game, you are made aware that another ship from Earth (sent years after yours but capable of much faster interstellar travel), had also begun colonization of this section of space. Too bad they are nowhere to be found. As you explore your new home, clues about the fate of these early settlers begin cropping up in the form of ruins and shipwrecks. Your mission could be the next to meet failure unless you make the right moves in managing your emerging empire.

Can you overcome the alien legacy?

As one could guess by the name of this game, *Alien Legacy* eventually introduces alien presence as part of the story. Given that your ship escaped Earth in advance of an alien onslaught that would prove lethal to your homeworld, this can safely be assumed to be bad news. The question is, can you protect your colonies from danger and insure the survival of the human race? To do it, you'll have to match wits with the aliens and overcome their attacks, and eventually piece together the facts that will help you understand the fate of the Seedship that arrived in the quadrant before you. The combination of role-playing, strategy gaming, and science fiction adventure will have you playing *Alien Legacy* again even after you've won.



Available for DOS/Windows on Disk



Your mission begins on the bridge of the UNS Calypso, as it enters the Beta Caeli System.



Can you depend on your team of trusted advisors to help you re-establish the human race?



Extensive research and exploration of your new solar system will be mandatory for survival.



Can you build and defend your new colonies, or will they also fall to the aliens?

Alien Legacy is a sci-fi epic combining elements of adventure, strategy and FRP gaming.

A First Look

PHANTASM

*"There's something creepy brewing in
Oakhurst, California..."*

-Strategy Plus Magazine

The forces of evil rise up against you. Steel your nerves to face the horror. And, try to remember, this is only a game.

AGORIA

"I relish the challenge of exploring a sinister plot, of trekking through the darker recesses of our minds."

—Roberta Williams

"The Darker Side of Roberta Williams"

Phantasmagoria is a first for Roberta Williams in many ways. It is the premier production to use Sierra On-Line's new video studio facilities, and it's also Sierra's first game to integrate live actors with computer-generated backgrounds. In addition to the technological innovations, *Phantasmagoria* is a creative debut for Roberta as well. Her first endeavor in the horror genre, she has designed a game sure to mesmerize and terrify the player.

Roberta says that writing interactive horror is a giant step for her, even though she has created suspenseful murder and crime scenes in her earlier mystery games, *Mystery House* and the *Laura Bow* series. Prior to writing the story for *Phantasmagoria*, Roberta immersed herself in horror books and movies, devoting about six months of her time to understanding what makes a plot truly suspenseful and scary. She also held brainstorming sessions with Andy Hoyos, *Phantasmagoria's*

Art Director and horror aficionado.

Inspired by her research, especially the works of Edgar Allan Poe and Stephen King, Roberta then created a storyline that places contemporary characters in a gothic-style setting with diabolical results. Combining elements common to modern fiction with those found in nineteenth-century literature and the classic horror movies of the 1950's, Roberta's tale plunges the player into a truly terrifying world in which murderous evil lurks behind every door.

Which did Roberta find to be more horrifying; the shocking ideas she discovered lurking in her imagination, or seeing those concepts become game reality? Apart from the occasional nightmare, her main emotion was one of excitement upon seeing her ideas take form and her characters come to life. The horror genre demands increased character development in order to elicit more empathy toward the protagonist. Roberta says she derived a lot of satisfaction from matching the right actor to portray a character she had so clearly envisioned.

Roberta thinks that people like scary entertainment for much the same reasons that make roller coasters popular—the thrill of the unknown, the rush of adrenaline, the vicarious threat of danger. Stepping over that "safety line" of reality fires up the imagination and feeds the spark of rebellion in us all. *Phantasmagoria* accomplishes all that and more with an engrossing story, heart-pounding, interactive gameplay, astonishing visuals, and dramatic music. Roberta says "It's really exciting to be able to scare other people." She has succeeded.



The Cast



Adrienne: Adrienne is played by film, TV, and theatre star Victoria Morsell. Victoria's credits (besides an outstanding performance in *Phantasmagoria*) include: *Down the Shore*, *Martin*, *Beauty*, *Drop Dead*, *Bus Stop*, *Twelfth Night*, and a long list of both bizarre and sophisticated dramatic roles. Her specialties are horseback riding, scuba diving, singing and skiing.



Donald: David Homb offers an incredible performance as the husband of Adrienne and the male lead role in *Phantasmagoria*. David's performance in the game could almost be billed as a "dual role" since the part demands that he play both Donald the loving husband, and also a darker, more sinister mirror image of Donald. David Homb is a veteran of many Hollywood films.



Carno: Carno is played by film, TV, and theatre star Robert Miano. Robert's credits include: *Sliver*, *Weeds*, *A Time to Die*, *Cheers*, *Jake and the Fatman*, *Knot's Landing*, *Fame*, and a host of other well known shows. His specialties are singing, dancing, and fencing.



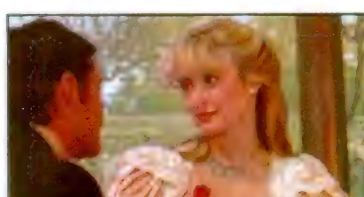
Harriet Hockaday: The role of Harriet Hockaday is played by V. Joy Lee, a long-time-stage professional. Harriet is one of a handful of Roberta Williams' "discovered talents" used to make *Phantasmagoria*. In an "over-the-top" performance as the mother of Cyrus, she is an endearing vagrant and an amateur mystic who befriends Adrienne.



Cyrus Hockaday: The lovable oaf Cyrus is played by Steven Bailey, a Seattle stage professional. Cyrus, along with mother Harriet, provide much-needed comic relief from the otherwise intense storyline of *Phantasmagoria*.



Lou, antique store lady: Stella Stevens, the renowned Hollywood veteran actress plays the storekeeper. Her charm and acting skill lend a special air of elegance to an already extraordinary cast.



Marie: Marie is played by film and TV star Traci Clauson. Traci's credits include: *The Perfect Bride*, *My Friend Frank*, *Baywatch*, *Married with Children*, *Evening Shade*, and many other comedy and dramatic roles. Her specialties are dance, gymnastics, karate, and ice skating.



Harv, the storekeeper: The Storekeeper is played by film, TV, and theatre star Hoke Howell. Hoke's credits include: *Another 48 Hours*, *Trespass*, *Far and Away*, *The Wonder Years*, *Remington Steele*, and a long list of other roles. He trained at the American Academy of Dramatic Arts in New York.



CASTING (including animals)

Roberta Williams cast twenty-five professional actors to fill the roles in *Phantasmagoria*. As the player-driven heroine, Adrienne Delaney, actress Victoria Morsell was required to work ten to twelve hours a day, six days a week, for three months in order to tape all of her character's possible actions and movements. The production was directed by Hollywood veteran, Peter Maris.

A Hollywood special effects master provided the molds and prosthetics needed to create the gruesome effects. Animal handlers brought in the two dogs, a cat, and a rat called for by the script.



*Imagine yourself in a
spooky mansion isolated
on a forbidding island,
with no one but your
husband for company—
and lately he's been acting
a little strange.*

What the Critics are Saying:

"Phantasmagoria is visually stunning, but it also offers a compelling gaming experience."

—Billboard Magazine

"With Phantasmagoria, Sierra's Roberta Williams reveals a dark side that would make Edgar Allan Poe shiver."

—PC Gamer Magazine

"...One of the most exciting games to be released in the near future."

—Computer Game Review

"Phantasmagoria has all the potential to be a blockbuster hit."

—Strategy Plus Magazine



MUSIC

Mark Seibert has composed a score worthy of a full-length, feature film, weaving real instruments with synthesized and sampled sounds into a rich, musical tapestry. The themes range from rock'n roll to opera, with the showpiece being a neo-Gregorian chant performed by a 135-voice choir. Emotionally evocative, *Phantasmagoria's* soundtrack creates an atmosphere of suspense and terror that will give you goose bumps.

TECHNICAL

The making of *Phantasmagoria* could be a feature film in its own right. Live actors speak their lines and go through the motions against a blue screen set. Motion-controlled cameras record camera angles and movement. The digitized information is then loaded into the Silicon Graphics computers which synchronize the relative motion of computer-generated, three-dimensional background art. Then, the live action and the backgrounds are seamlessly composited using advanced techniques controlled by an UltiMatte system. It's a complicated and time-consuming process, but the stunning results make all the hard work well worth it.



TOGGLE SWITCH (violence)

Because Roberta chose not to candy-coat or downplay the story's suspense and violence, *Phantasmagoria* is, in her own words, "Definitely not for kids under thirteen in any way." In lieu of a legislated rating system (which is still being decided upon by the Senate), Sierra On-Line has implemented a password-protected toggle that will enable parents to confine the game to the equivalent of a "PG-13 rated" version so that teenagers may play without being exposed to graphic adult scenes. The "R-rated" version (not recommended for children under seventeen years of age) has scenes that are more graphically violent, and one scene of a sexually adult nature.

Deformed, demented and in agony, his life all but over, and yet he struggles to seek revenge for his terrible fate before he dies. His final words rasp from his throat, "Why have you done this to me?"

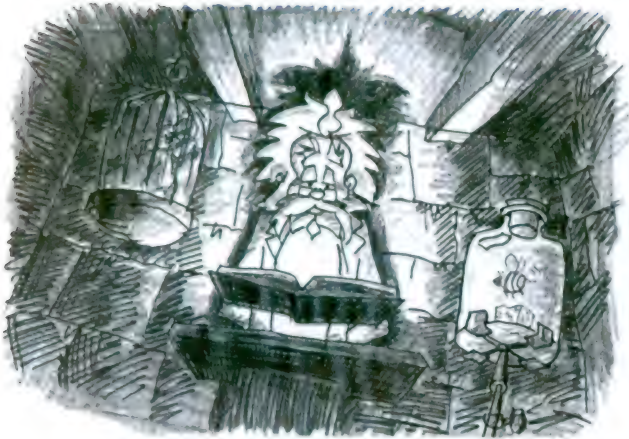
Would Roberta let her 15 year-old son Chris play the "R-rated" version? She says that she would but adds that that's only because he was on the set for most of the taping. If he hadn't already seen all the behind-the-scenes action, Roberta probably would not let him play the adult version.



Investigate the basement, chapel, and ritual chamber. Explore the grounds of the mansion. Question the townspeople. Then see if you can survive.

A First Look

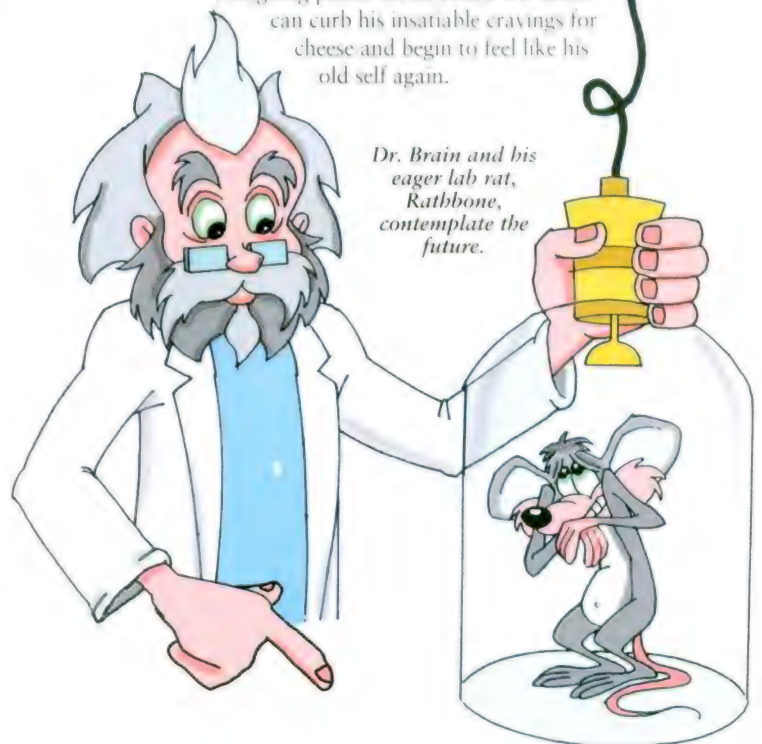
Dr. Brain 3



Dr., Heal Thyself?

Dr. Brain has made the ultimate sacrifice this time, using himself in his latest experiment. "It will take all of your skill, intellect and talent to assist the good doctor," explains Ward Makielski, Dr. Brain's award-winning designer. He got his wires crossed and accidentally transferred all of his astounding intellect to Rathbone, his laboratory rat. Now Rathbone is an anthropomorphic rodent caught between being a rat and Dr. Brain. You must complete 10

intriguing puzzle series before Dr. Brain can curb his insatiable cravings for cheese and begin to feel like his old self again.



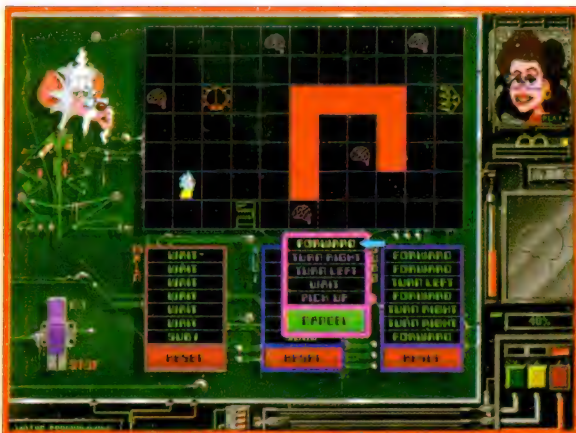
Dr. Brain and his eager lab rat, Rathbone, contemplate the future.

Dr. Brain gamers have successfully met the challenges posed in his two previous games (The Castle of Dr. Brain and The Island of Dr. Brain), and demanded more. "We have taken the Dr. Brain character and brought him into the 90's, made him more alive, with a little pizzazz," explains Sherry Wrana, game producer. "But that's not all. We've added puzzles and made this more than just an ordinary game. It's one that will test and tease a brain during the whole game." Introducing Dr. Brain 3.



Dr. Brain is ready to test his latest theory.

By Nancy King



Program the techno rodent's maneuvers so he can make his way around the maze. You control his destiny and ultimately, Dr. Brain's.



It's time to get organized. The file folders have to be put in order. Heaven knows Dr. Brain would appreciate it. If you need help, Dr. Elaina is available for consultation.

What Have They Done?

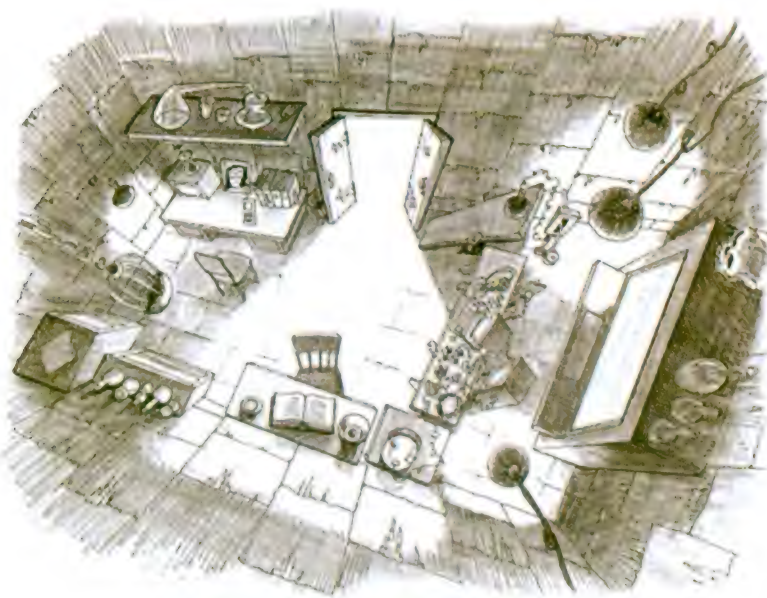
Gamers will appreciate the "brainstorming" efforts it took to produce *Dr. Brain 3*. Makielski has taken full advantage of the CD format to create the most challenging Dr. Brain game to date. With advice from Dee Dickinson, noted brain specialist, he has created a cerebral game where the brain itself becomes the playing field. The unlimited puzzle play, 3D and 2D graphics and animation, multi-play solutions and hot music score will soon have you immersed in the labyrinth of Dr. Brain's complex brain.

It's All in His Head!

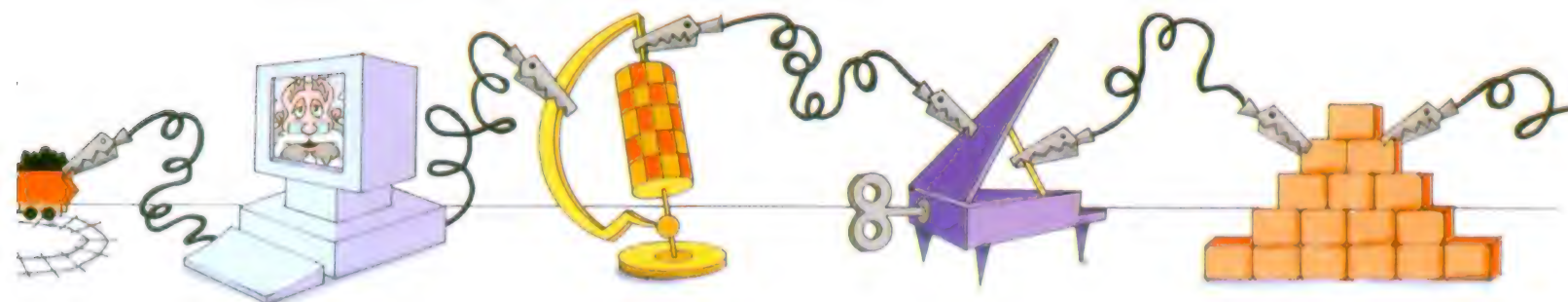
Dr. Brain might not have a lot left between the ears, but Rathbone, well, he's got personalities, multiple personalities. He's a Gothic German composer in one puzzle, a stainless steel computer techno-

nerd in another.

The realistic animation is courtesy of Sierra animator Tony Benedict, formerly with Disney (*Sleeping Beauty*) and Hanna-Barbera (*Flintstones*, *Yogi Bear*). Thanks to the talent of Seattle stand-up comedian Rodney Sherwood and impersonator/character actress Kayce Glasse, Rathbone Dr. Elaina and Dr. Brain have voices that aptly fit their unique personalities.



Dr. Brain's Brain Center Laboratory



Brain Teaser

Dr. Elaina (the brilliant niece of Dr. Brain), will help you maneuver through the puzzles. A specific area of Dr. Brain's brain will be transferred from Rathbone back to Dr. Brain each time you successfully solve a puzzle series. Dr. Elaina will also offer interesting facts about the brain during the game and hints if you get stuck. "There is always more than one way to solve a problem in everyday life," says Wrana. "We intentionally designed the puzzles with multi-path problemsolving solutions (translation: there's more than one way to skin a cerebellum). Three skill levels; novice, expert and genius allow you to set the pace of the game. If there's one series you're particularly interested in, for instance, music, you can play as many puzzles in it as you want. Or you can switch between puzzle areas. You don't have to solve the game in a linear sequence. This way there are more challenges and you're involved in active game play. "It's a game the whole family can enjoy," says Wrana.

Dr. Elaina

Dr. Elaina Brain is a scientist too, like her distinguished uncle, Dr. Brain.

Intelligent, talented, beautiful and driven by a sense of adventure, this character is well-rounded and very much an action seeker. She

loves life's challenges and pursues them with gusto. Elaina indulges her adventurous nature by hang gliding, mountain climbing or sky diving on the weekends and conducting brain surgery for fun.



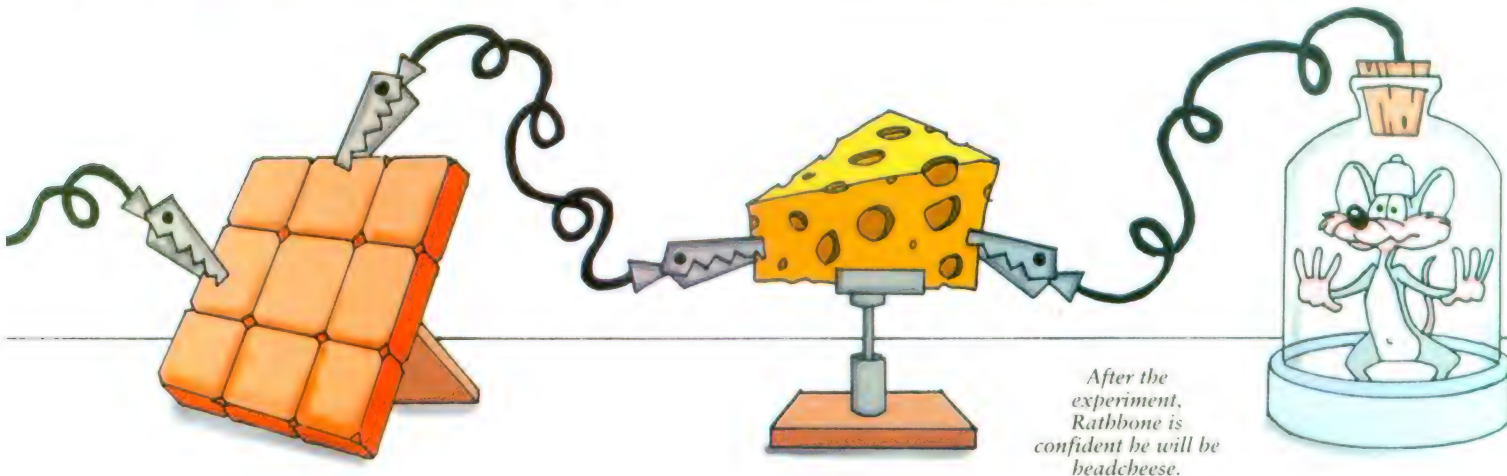
Herr Rathbone is busy working on his latest composition. Complete the correct music sequence for him and Dr. Brain will soon be singing a new tune.



Dr. Brain's Home Sweet Home

Nothing But Space Between The Ears

Will Rathbone live on as the smartest rat the world has ever known? Can you and Dr. Elaina weave an intricate set of answers together to heal Dr. Brain's brain? Will the mysteries surrounding the brain be solved? Only you know the answer (and maybe the *National Enquirer*). Meet the challenges of *Dr. Brain 3* and decide if you really want to be a neurosurgeon. Look for it on retail shelves this spring.



After the experiment, Rathbone is confident he will be headcheese.

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THE INCREDIBLE MACHINE 2™

By Geoff Keighley and Michael Waite

The Biggest, Brainiest Puzzle Game Ever!

When Jeff Tunnell and his team created *The Incredible Machine* a couple years ago, they built a game intended to challenge a player's wits, imagination, and creative problem-solving skills all at the same time. The result was so addicting and so original, that *The Incredible Machine* has become one of the most successful puzzle games of all time. It has won just about every award in its category; it has been lauded by game critics across the country; and it has inspired an audience of players spanning from ages 7 to 97.

So, now what?

What could Jeff and his gang possibly do to follow up the best puzzle game ever?

They made an even better one, of course. It's called *The Incredible Machine 2*, and it's loaded to the brim with brand new controls, contraptions, and features designed to bring out the genius in everyone.



A dozen of the new parts are programmable, you can change the way they look and function.

How About A Game of Underwater Laser Pool?

In addition to a brand new look, more than 150 new puzzles, and a whole bunch of new play options, *The Incredible Machine 2* offers a huge supply of outrageous new parts. You'll find airborne blimps and flammable fireworks,

lasers and phasers, and a comical collection of cause-and-effect critters. There's every gadget imaginable for punching and crunching, blasting, and bouncing your way through a puzzle. Part hi-tech and part fantasy, these contraptions fit together to create all sorts of bizarre chain-reaction machines.

For instance: How about a game of Underwater LaserPool?

Or maybe you're up for some Alligator Pinball at zero gravity?

Better yet, see if you can build a Self-Destructing Puzzle out of remote-control bombs, rockets, missiles, cannons, dynamite, and tubes of nitroglycerine.

No kidding. If the puzzle doesn't already exist, you can build it yourself in *The Incredible Machine's Workshop*.

A dozen of the new parts are programmable. You can change the way they look or function—

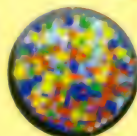


Blimp

Up, up, and away you go in the new

Incredible Machine's blimp. Keep blimps far away from flames or explosions or unexpected results could transpire.

Programmable Ball



To use one of those new coined phrases, welcome to the "morphing ball."

You can change its elasticity, density and even friction. Made from a top secret compound discovered by Professor Tim. It will surprise you with its versatility.

produce electricity only when it's hit by a violet laser beam.

You can program Mel Schlemming (a dense-but-determined little guy) to walk, stand still, or run like crazy. Then send him on a dangerous adventure over spring boards and exploding floors. Flick him over a wall with a pinball flipper. Blast him into the air with an accelerator tube. Float him across the screen above a row of anti-gravity pads. And help him find his way back to his cozy log cabin in the mountains.

Which brings us to Scenery Parts:

The Incredible Machine 2 has a special Parts Bin devoted entirely to background goodies. This allows you to set your strange machines in just about any environment you can imagine.

Build an Extra-Terrestrial Cat Trap in outer space among fields of asteroids, stars, satellites, comets, and swirling galaxies.

Create a deep sea Mouse Maze, complete with sharks, jellyfish, sunken ships, and splashing surf.



Toaster

Players may just be toasted with the addition of this

part, which adds an element of complex timing to the game. How do you set the timer? It's simple: Just tell the toaster how dark you want the toast, and turn it on.

Paste in a desert mesa, a smoldering volcano, or any assortment of trees, clouds, cars, buildings, whatever fits the attitude of your puzzle.

Tangle Wits With A Friend

One of the most exciting new features in *TIM2* (that's the in-house acronym for the game) is the "Head-to-Head" play option. This feature turns puzzle-solving into a high-speed contest of wits between you and a friend. It's such a valuable addition, it's really like getting a second game with the package.



Look confusing? Look like fun? Looks like you'll be up late building machines.

"Head-to-Head" has its own menu where you can set the number of games you want to play and the time allotted for each turn (this allows you to set handicaps for more experienced players). Then you and your opponent take turns putting parts on the screen—one new part and one moved part each turn—in a race to find the quickest solution. Since every Head to Head puzzle has dozens of possible solutions, these contests generally involve all sorts of bluffing, blocking, and other sneaky strategies—not to mention a whole lot of shouting, laughing, groaning, and the occasional hurling of threats and insults. All in good fun, of course.



Introducing... Professor Tim!

In an effort to make the game as "intuitive" as possible, Jeff and his team employed the services of Professor Tim, the brilliantly hyperactive overseer of The Incredible Machine Labs. Tim is on hand to offer "Help" whenever you need him, which eliminates the frustration of trying to figure things out when you're new to the game.

For the first-time player, Professor Tim offers a Guided Tour that shows how all sorts of parts and control systems work. Plus, there are Tutorial puzzles to give you the gist of every

complicated part, and a Walk-Through to help you get the hang of building your own puzzles and machines in the Workshop.


Even the more experienced player will want to consult the Professor from time to time. Say you want to look up the function of a specific part. Or you're stuck on a puzzle and you need a "hint". Anytime you see Professor Tim's face (or a question mark button), you have access to instant help. He's also available to show you the ropes on *TIM2*'s exciting new

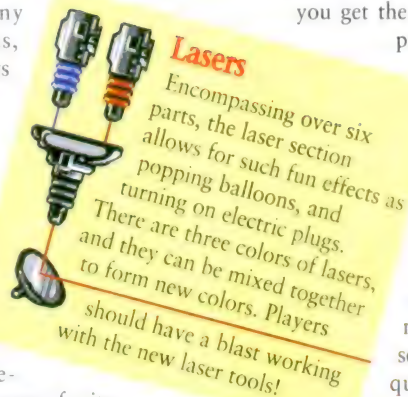
puzzle-building options, like "solution programming" for the puzzles you build yourself (these are lots of fun to swap with pals via disk or bulletin board, by the way), and for help using the handy new "hint system." Basically, anytime you need to know what something is, how it works, or where it will take you, Professor Tim is the guy to ask.

Profile of a TIM2 Addict

So, if you're the kind of person who wonders how balloons behave in anti-gravity, and what happens when laser beams converge and if you love solving puzzles, building weird contraptions, and engaging in techno-gadget warfare with your friends, then chances are, you're a *TIM2* addict waiting to happen.

But, who could blame you?

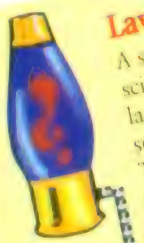
How else are you going to play Solar-Powered Phaser Tag on the moon without ever leaving your desk? 



Lasers
Encompassing over six parts, the laser section allows for such fun effects as popping balloons, and turning on electric plugs. There are three colors of lasers, and they can be mixed together to form new colors. Players should have a blast working with the new laser tools!



Remote Control Bomb
Welcome to the world of wireless communication! Using the latest in explosive technology, Professor Tim has devised a bomb which can be detonated from a remote location.



Lava Lamp
A standard in every science lab, this groovy lava lamp is a perfect source of solar energy! Tug its chain and watch it light up!

The Incredible Download Machine!

If you still don't believe us that *Incredible Machines 2* is one of the hottest games this holiday season, see for yourself! We've released a five level playable demo which allows you to play a few puzzles, and even create some yourself! Oh, and best of all, you'll get to meet up with Professor Tim in his lab! But then again, maybe you'll just trust us and buy the whole game (please?). Still, check out the fully playable demo, available on all major on-line services, or by calling the Sierra BBS at 206-644-0112. 'Tis the season to build puzzles!

The Incredible Machine Major Awards

Puzzle Game Of The Year
Computer Gaming World 1992 in Review

Best Action/Action-Strategy Games
Electronic Games
State-Of-The-Art PC Games
Jan/Feb. 1993

Editor's Choice —PC Games
April/May 1993

Best New Puzzle —*Games*, Dec. 1993

Best Educational Tool & Best Puzzle Game
Nominated in two SPA categories, 1993

Child's Best Award
Child's Magazine, October 1993

Top 10 Software Picks For Kids
Money Magazine, November 1993

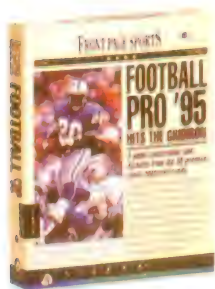
Best Puzzle Game 1993
Gameplayers PC Entertainment
March 1994

All Star Software
Children's Software Review
January 30, 1994

Golden Triad Award of Quality for 1993
Computer Game Review

The National Parenting Seal of Approval
April, 1994

Innovations '94
1994 International Summer Consumer Electronics Show
Software Showcase Award



FRONT PAGE SPORTS: FOOTBALL PRO '95

IT'S A WHOLE NEW BALLGAME



The Sports Game of the Year in 1993 and 1994 is back!

Front Page Sports: Football Pro has been improved with new Team information and player rosters and revised to account for NFL rule changes. It's the best effort yet from Dynamix.

All the Latest NFL Rules

Kick-offs from the 30 to encourage a higher scoring game, and the 2-point conversion!



SPECIAL REPORT

Team Roster - Chicago

Team/Season: 1994-95

PID	NO	NAME	POS	HT	WT	DOB	EXP	ST	HT	IN	IN	
001	1	Backhaus, Jim	QB	7	27	60	21	93	76	77	82	73
002	10	White, Peter Tom	QB	4	48	58	45	60	75	60	80	68
003	2	Furze, Will	QB	2	62	60	76	70	56	68	63	52
004	31	Leary, Darren	QB	3	76	77	76	61	61	68	97	58
005	22	Thompson, Anthony	QB	4	39	74	75	16	78	60	49	95
006	33	Leary, Mark	QB	7	62	81	60	63	78	63	62	60
007	35	Anderson, Scott	QB	6	84	65	76	74	71	79	76	75
008	25	Uajdel, Tommy	QB	2	76	67	71	84	74	67	44	35
009	45	Regard, Craig	QB	6	78	78	65	81	70	65	65	67
010	60	Kohmann, Glenn	QB	8	89	73	81	59	80	62	50	53
011	80	Kozlowski, Glen	QB	7	84	75	72	94	79	67	47	37
012	67	Maddie, Thomas	QB	5	72	76	84	73	83	63	66	70
013	82	Davis, Wendell	QB	6	78	77	80	75	76	88	67	70
014	81	Morgan, Anthony	QB	5	81	84	77	49	62	66	57	58

Selection mode

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Print Page Sports: Football Pro - November 17, 1993

All the Official Team Rosters

FPS: Football Pro '95 Comes complete with not just the current player rosters for all the pro teams in the '94-'95 season, but also the team rosters as they were at the end of '92-'93, and the beginning and end of the '93-'94 season.

All the Official NFL Teams

Including all the official logos and team names.



A Totally Modifiable Simulation

Are the Seahawks playing outside their Kingdom this year? Modify the simulation to account for the exposure to the elements in Husky Stadium (including the chance of rain).

You can also modify team strategies. Adjust your simulated season to account for the sudden surge of the Chargers!



NEW CAMS!

CAMS is a floating camera you can use to view the action from anywhere on or above the field.

You Decide Who Goes to the ProBowl

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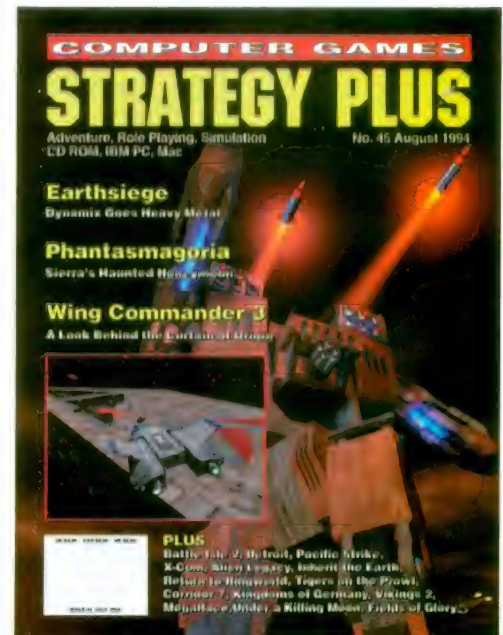
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A First Look

FRONT PAGE SPORTS BASEBALL '94

Legends and Stadiums Expansion Disk



When professional baseball struck out (taking with it not only the '94 season but the World Series), baseball fans were devastated by one of the most depressing episodes in baseball history.

Not since the Black Sox scandal involving the 1919 World Series has an event so undermined the public's confidence in the game, and not since the mythical Casey struck out, has such a gloom descended over the National Pastime.

High-tech fans, however, are quickly realizing that *Front Page Sports: Baseball '94* not only provides an emotionally satisfying alternative, but it also has one attractive advantage over the real game: players in *FPSB* never go on strike!

While the major league parks of America sit empty, with the release of the *Baseball '94 Legends and Stadiums Disk*, *FPSB '94* ballparks

are suddenly flooded with hundreds of the greatest players in the history of the game, all anxiously awaiting a draft call that will place them on a major league roster.

The serious fan (seasoned by more than a decade of computer simulated baseball), will quickly note a major difference in the roster of 48 additional teams. A quick scan of the team list reveals that several teams are missing. These teams have been included in almost every collection of historical rosters ever released by various publishers of baseball simulations. Missing, for example, are the expected '27 New York Yankees, '53 Brooklyn Dodgers and '53 Cleveland Indians. A closer look, however, reveals that in their place are the '28 Yankees, '51 Dodgers and '56 Indians.

One of the guidelines in selecting teams for the expansion disk was to deliver a cross-section of baseball history providing a collection of powerful teams that adequately represent the great players of the century. Realizing that one the greatest strengths of the game is the ability to draft players into a "career" association, the secondary goal was to assemble a set of historical teams

that provided the minimum number of duplicate players between the teams. After all, who wants to run a league that has three different versions of Reggie Jackson?

A careful review of the team rosters reveals that the set includes a broad and comprehensive representation of baseball history, providing most of the Hall of Fame players that make these historical collections attractive.

All the great hitters of the game are included. From the power hitters like Babe Ruth and Roger Maris, to the game's most consistent batters like Ted Williams, Ty Cobb and Pete Rose, baseball history is well represented.

Equally important, especially in creating balanced leagues of competitive teams, the roster of Hall of Fame pitchers will disappoint few fans. From legendary aces like Walter Johnson and Lefty Grove, to more contemporary starters like Sandy Koufax and Catfish Hunter, the historical sampling is comprehensively represented by the greatest pitchers ever to take the mound.

For gameplayers unfamiliar with the design philosophy of *FPSB '94*, it is important to realize that these teams are not going to provide



Play baseball with some of history's best players at some of the all-time greatest parks.

By Randy Chase

historically accurate replays of baseball history. The focus of *Baseball '94* isn't based on reproducing statistical history, but instead the game places the gameplayer in control of a major league franchise, complete with a roster of realistic ballplayers with evolving skills. As young players mature, their talents improve until they reach that inevitable point in their career when time begins to erode their skills.

By adding these historical players to a career association, *Baseball '94* allows you to manage the careers of players modeled after some of the greatest characters in baseball history. In a draft league populated with this collection of players, for example, you might find yourself needing to choose between an aging (but powerful) Ernie Banks, or a young (but unproven) Rico Petrocelli to fill your team's opening shortstop position.

As in the real world, you have to either opt for the seasoned veteran, or draft the younger player who can be relied on for years of solid playing ability (barring of course, a career-ending injury). Which one would be your pick to make a major run for the upcoming season pennant?

Included on the *Legends* disk are some of the most legendary and accomplished teams from baseball's colorful and memorable history.

You can manage the 1920 White Sox in what proved to be Shoeless Joe Jackson's last hurrah.



Try and strike out the Babe...watch out for the homer!

Or, would you like to watch from the dugout as 1967 Boston's Carl Yastrzemski battles for a triple crown? Or, watch Ty Cobb and Rogers Hornsby go down to the wire as they flirt with .400 average seasons.

With the *Front Page Sports: Baseball '94 Legends and Stadiums Expansion Disk*, you'll find exciting, nostalgic, and downright grandstand cheering fantasy ballplaying.

The greatest appeal for baseball fans (especially during this strike-darkened season), is that the *Legends* disk significantly enhances the *Field of Dreams* movie beauty of *Baseball '94*.

With the additional teams to use in constructing your baseball associations, *FPSB '94* takes another major step towards becoming the ultimate fantasy construction set for simulated baseball.

Use the tools and playing features to build your dream team association and play the game the way you would like to see it. You'll choose exactly all the great players you'd like to see play the game of your own personal fantasy.

In addition to the historical collection of teams, the *Legends* add-on disk contains an additional sixteen accurately recreated major league stadiums. Added to the twelve stadiums included with *Baseball '94*, the *Legends* expansion disk completes the full set of contemporary ball parks for use in *FPSB* leagues. Choose from the grand old stadiums, (rich with historical symbolism), like Yankee Stadium, Fenway Park, or the contemporary diamonds like Camden Yards or the Arlington.

Who said you had to have a cornfield in the Midwest to build your own *Field of Dreams*? With *Front Page Sports: Baseball* and the *Legends* disks, you have all the tools you need to play Kevin Costner and build your own world of fantasy baseball.



FRONT PAGE SPORTS: BASEBALL CONTEST

WIN A FREE TRIP TO OPENING DAY At the Baseball Stadium of Your Choice!

You've signed up to play with the Chicago Cubs. It's a night game at Wrigley Field against your arch rivals the Milwaukee Brewers. Bottom of the ninth, tie score, bases loaded, two outs, you're up to bat, the count is 3 & 2, you make eye contact with the pitcher, you know he's going to throw a fast ball low and inside; you reposition.

The pitcher begins his wind-up. You focus your concentration...poised like a cat stalking its prey, the pitcher leans back for the throw...blam! The stadium lights go out, the field is dark, you hear the ball whiz past you and slap into the catcher's mitt.

"You're out!" The ump yells.

Sadly, you watch as the fans file out. Some are still holding hot dogs, others have banners drooped sullenly at their sides, one angry man throws his bag of peanuts into the stands. Fathers try to explain why the season has been called off. The American flag above the stadium undulates forlornly as if waving goodbye to the disappointed crowd.

The baseball season may have come to an abrupt end, but baseball fever is still boiling in our blood. So suit up and take the field in our own *FRONT PAGE SPORTS: BASEBALL '94* World Series OF CHAMPIONS!



Put on your Sportswriter visor and write your best essay about America's National Pastime for all time - *Baseball*. You choose the topic:

1. Who do you think would've made it to the playoffs and who would have won the World Series? Include stats and biographies, team profiles and specific reasons for your team choice to win. *NOTE: You can use FRONT PAGE SPORTS: BASEBALL '94 to set up the teams and play out the season as long as you tell us how you set it up.*
2. Tell us about your all-time favorite baseball player and why you think he should be in the Hall of Fame. You can pick a minor league player or a historical major league player.
3. What does major league baseball mean to you? If you could stand before the Baseball Commissioner and all the baseball players, what would you say to them?

Send us your best essay on any of the 3 topics above.

Grand Prize: A FREE Trip For Two to Opening Day

Sierra will send you to any Pro Baseball stadium for the opening of the 1995-96 season. Trip includes hotel, transportation, game tickets and \$300 bucks to spend on peanuts, crackerjacks, and stadium dogs.

100 Second Prizes To Be Awarded: Free Sierra Games

Your Choice! It might help you survive until Spring Training.

Send your entry to: *InterAction Magazine*, Attn: *Front Page Sports: Baseball '94* Contest, P.O. Box 53008, Bellevue, WA 98015-3008.

Entries must be postmarked by January 1, 1995. No purchase necessary. Void where prohibited. Hi Mom.

For a full set of contest rules, please send a self-addressed, stamped envelope to the address above, or since the contest rules found on page 83 are almost exactly the same for this contest, substitute the word "baseball" where appropriate, use the name of a team you dislike elsewhere, and substitute the applicable dates.

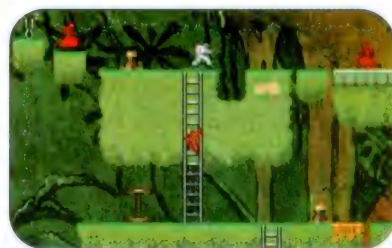


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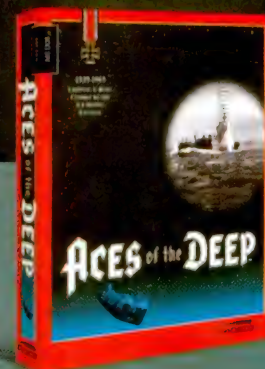
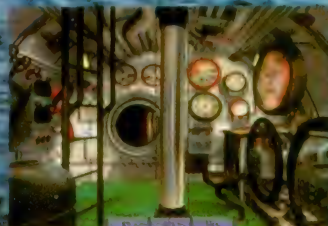


39,000 men put to sea
in German U-boats;
30,000 never
returned.

Will you?

Take command of a German U-boat, stalking the enemy in a war where the hunter quickly becomes the hunted. Lose your appetite, and possibly more, as you're tossed by rolling waves and bombarded by the sounds of depth charge explosions, creaking hulls and the twisting metal of sinking ships. *Computer Gaming World* calls it "...the new standard for submarine simulations, perhaps even simulations in general." With weapons, detection systems and countermeasures introduced just as they were developed in the war, it's the most historically rich WWII U-boat simulation ever to haunt the seas.

Available at retail (on 3.5" HD & CD-ROM) or call 1-800-757-7707 and ask for offer D865.



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ANIMATORS INSPIRE
MUSICIANS.

IT IS CALLED CREATIVE
COLLABORATION.

WHEN YOU GET A GROUP
TOGETHER
WHO SHARE THAT CERTAIN
SOMETHING,
IF THE VISION IS GRAND, IT
CAN CREATE MAGIC.





"WE WEREN'T SURE WHERE WE WERE GOING WITH ETHERIA UNTIL WE GOT SOME SKETCHES FROM THE ARTISTS. THEY MADE THE AREA A BIG DREAMSCAPE-LIKE TWILIGHT ZONE, BUT NOT SCARY. IT GAVE US SOME GREAT IDEAS."

—Roberta Williams, Game Designer

"WE WANTED TO MAKE KING'S QUEST VII AN INCREDIBLE GAMING EXPERIENCE. WE KNEW IT MEANT USING THE SAME METHODS USED TO CREATE BIG-BUDGET ANIMATED FILMS. WE GAVE OUR TALENT THE FREEDOM TO MAKE SURE THE CINEMATIC EXPERIENCE WAS THERE, BUT WE DIDN'T WANT TO WIND UP WITH A COMPUTERIZED MOVIE. WE NEVER FORGOT THAT OUR GOAL WAS TO MAKE A GREAT GAME."

—Mark Seibert, Producer

"THE LITTLE TROLL LOOKED SO OBNOXIOUS IN THE SKETCHES THAT HE REMINDED ME OF ONE OF THOSE OFFENSIVE BACHELOR-TYPES, SO I WROTE THE DIALOGUE FOR HIS CHARACTER THAT WAY."

—Lorelei Shannon, Writer/Designer

SPECIAL PULL-OUT POSTER ►

(LOOSEN STAPLES AT CENTER OF MAGAZINE FIRST TO PREVENT TEARING THE POSTER.)



"WHEN I HEARD A FIRST CUT OF THE OPENING SCORE, IT JUST PAINTED A PICTURE IN MY MIND. I COULD SEE ROSELLA AT THE TOP OF A WATERFALL..."

—Andy Hoyos, Art Director

"AFTER ROBERTA DESCRIBED THE 'JACKALOPE' CHARACTER, I HAD NO PROBLEM IMAGINING A COMBINATION JACKRABBIT/ANTELOPE CREATURE. A JUMPY LITTLE JACKRABBIT ZIPPING AROUND WITH THESE HUGE ANTLEERS ON ITS HEAD, JUST A BIG ACCIDENT WAITING TO HAPPEN."

—Mark Hudgins, Lead Animator

"I SAW THIS LITTLE RABBIT GUY BOUNCING ALL OVER THE PLACE; I HEARD THE MUSIC IN MY HEAD, KINDA FRANTIC AND MISCHIEVOUS."

—Jay Usher, Composer

Step into the Multimedia World of Language and Culture with **Berlitz® Live! Spanish**



Berlitz's Proven Language Learning Techniques Brought to Life with Sierra Multimedia

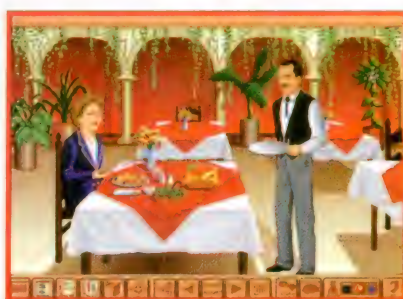
For many Americans picking up a second language can be confusing, even frustrating. Now Sierra On-Line makes learning Spanish fun and easy with the exciting new CD-ROM Berlitz Live! *Spanish*. We guarantee it.

- Meet Rosalinda, your own personal on-screen tutor
- Encounter real life situations such as Eating Out, Shopping, and Hotel Check-In
- Test your knowledge with Word Searches and Crossword Puzzles
- Click on specific countries to learn about Geography, Climate, and Attractions
- Record your voice and compare your pronunciation to native speakers
- Use the handy 15,000 word on-line English/Spanish dictionary
- Learn over 2,000 Spanish phrases with the help of 11 on-screen teachers
- Learn pronunciation, grammar, and vocabulary skills

This amazing CD-ROM will dazzle you with hand-painted graphics, digitized sound, fun animations, songs and voices. Work your way through 12 interactive chapters or play the exciting Mexico City Game.



You'll work one-to-one with Rosalinda learning the language.



Feel more comfortable in day-to-day situations when travelling abroad.



In no time at all, Berlitz Live! will have you se habla español.

Millions of Americans will attempt to learn Spanish this year. You can succeed with Berlitz® Live! Spanish – Now just \$139.00

SATISFACTION GUARANTEED!

If you are not completely satisfied after 30 days, return your purchase for a full refund.

FOR MACINTOSH & WINDOWS

MAC:

256 colors
System 6.07 or later
4MB RAM available

WINDOWS:

386SX, Windows 3.1
SVGA 640x480, 256 colors
Win compatible sound card

HOW TO ORDER

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Use your VISA, MASTERCARD, DISCOVER or AMERICAN EXPRESS

Holiday








Gift Guide



Special Gifts
For Every
Member Of
Your Family



This holiday season, Sierra proudly recommends *King's Quest VII* as the perfect gift for family and friends.

It's the sense of anticipation.  The "I'm too excited to sleep and I can't wait one more minute!" feeling we remember, no matter what our age. And suddenly, the day arrives, the waiting  is over. The first look,  the wide eyes, then the rush and rustle of wrap as presents are opened in joyous delight. That feeling of joy is one we hope to impart when choosing  gifts for those on our list. Because the very best presents are the ones that get used, that are played with  over and over again. Inside these pages, you'll find ideas for giving everyone from toddlers to adults their own treasured experience with gifts that never go  out of style; the thrill of discovery, the pride of achievement, the enthralling sense of adventure,  and the value of knowledge. And let's not forget the importance of fun. It's all here. Take a look inside...

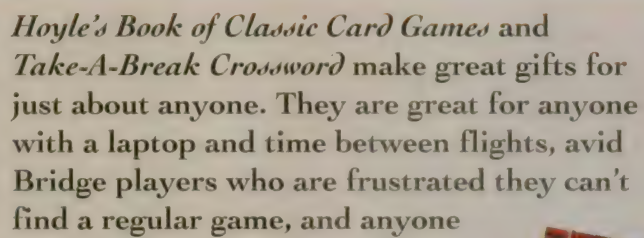
Isn't it great that PCs let us experience the magical tales and fantastic comic book adventures we all read and dreamed about as kids? We always wanted to step into these stories and really live them. With the *King's Quest* and *Space Quest* Collections we can. Are you one of the lucky millions who have played *King's Quest* or *Space Quest* over the past decade? If so, you probably know someone who has yet to experience the thrill of taking the lead role in these timeless stories. Give them a gift you'd want to play yourself.



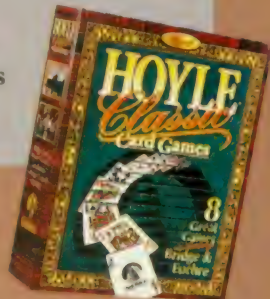
Simulations like *Aces of the Pacific*, *Aces Over Europe* and the WWII submarine simulation *Aces of the Deep* make special gifts for veterans of WWII, their children, and their grand children. They understand that these are more than mere games, they are a chance to re-live the events that made history.

Dad's burly hands cradled grandpa's medals like they were made of glass. Carefully, gently he held them out for me to see. "These," he said, "were what your grandpa was most proud of." Then his serious face wrinkled into a smile. "These medals, and you."





who needs to relieve a little stress during the workday. They make extra special gifts for crossword and card game lovers.





If you know someone who would appreciate the challenge of a complex computer game, but has trouble buying into the fantasy and make-believe of most computer games, the gift they need is *Outpost*. The research behind this game is immense, and the scientific accuracy of the simulation

is truly amazing. For true science fiction fans, *Alien Legacy* provides a great story told through a mix of gaming genres that includes war/strategy and fantasy role-playing. This one will keep them so busy they'll forget to turn on their Star Trek reruns.



You don't have to enjoy combat to take a swat at *Battle Bugs*. This is military strategy with feelers. Your

bugs battle other bugs for possession and consumption of a variety of food products. Then, for an adventure experience beyond compare, try *Inca II*. It's perfect for anyone who thinks they've played 'em all. Set in the future, yet steeped in Incan lore, its scenery and music will make even a jaded gamer sit up and take notice.





For those on your list who appreciate both science and science fiction, there is *MetalTech*. The intriguing worlds of *MetalTech* include war machines, giant robots, and the use of complex military strategies to overcome intelligent enemies. If anyone in your family has ever enjoyed a realistic flight simulation or shown an interest in military strategy, they'll definitely enjoy *EarthSiege*. Because of its complexity, it could be too complex for younger children. *Battledrome* is an especially good gift for family members who live apart but enjoy playing together. Even when they are miles apart, they can play *Battledrome* together over the phone lines via modem. It would also make a great game for all your friends at work since you and your coworkers can play it together over a local area network.

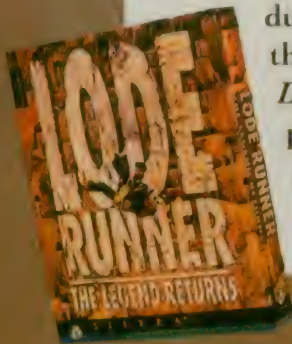


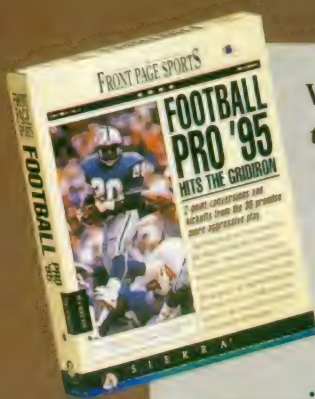
When you were five, you believed every bit of it. You zipped up your space suit and prepared to travel to the next galaxy, trusty laser in hand. Just like your hero on TV. Then you were nine, and you began to notice that the shows seemed pretty, well...cheesy, and you yelled "FAKE" at the television. But you always wanted it to be true.

Now you wish that your space suit still fit, and you want to believe it all over again....



If you've got someone on your list who loves solving puzzles, then *The Incredible Machine 2* would make a great gift for them this season. They'll enjoy the game for a good long time, and the two-player mode is lots of fun to play during big family get-togethers. For those who like fast action and puzzles, *LodeRunner* offers up great puzzles but plays more like a traditional arcade game. Don't worry about which one to give as a gift. Either way, you won't go wrong.





When you get the family together for Thanksgiving this year, take a close look at the bunch glued to the TV watching the holiday bowl games and annual Pro Football game. All of these people—even the young ones—would enjoy the gift of *Front Page Sports: Football '95*. The armchair quarterbacks will probably concentrate on the strategy of the game as it's played from the sidelines, while the younger ones will want to control the action on the field, but both young and old will still be playing long after football season is over.

Late summer. Somewhere in the Midwest. Or the East Coast, it's the same all over.

Boys and girls finishing the season, stronger and more agile than when they started, tighter as a team. What they've learned you can't teach in the classroom.

It's stats, yes, but it's more, too. It's the knowledge that no one wins every time, and dumb luck sometimes bests raw talent.

It's all a part of the big game.



It's especially easy to figure out which of your friends and family would enjoy *Front Page Sports: Baseball*. Just identify anyone on your list who has been cranky and frustrated since

mid-August, and you've spotted a person who misses the America's National Pastime and could use a sports sim under the tree. As a special added gift, throw in the *Legends and Stadiums Expansion Disk*. That way, they'll have more than enough to do while waiting for the players and owners to sort out their problems.



Emma was the older one, always making me feel like the baby. "I go to school, and you don't" she said, "I can read, but you don't even know what this says!" The drawing she held was a scribble, but the three letters below I thought I knew. "CAT," I said, my smile growing brighter. I watched hers slowly fade.

Mixed-Up Mother Goose is a classic Christmas gift for young players. Kids and their parents love these timeless stories, and PCs bring them to life in a whole new way. Although *Mixed-Up Mother Goose* requires no reading skills, kids will always be eager to learn to read for themselves. This makes *Beginning Reading* another perfect gift for young readers and pre-schoolers.



Early Math makes a great gift. Helping kids learn to count and understand numbers really gives them a head start in the classroom. Yobi keeps kids entertained for hours, playing one skill-building game after another.

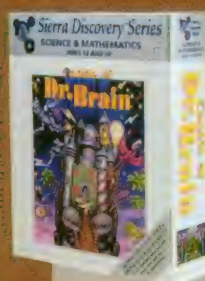
Everyone needs to know how to type these days, since computers are everywhere. There are many typing tutor programs out there, but none with a delightful ghost like Spooky in *Kid's Typing*. His games make typing fun, so kids will want to keep playing.



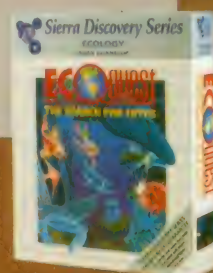
What child doesn't love cartoons and construction sets? What kid wouldn't like to build his own cartoons? Putting together a construction kit where kids build machines with cartoon characters seems like a complicated idea, so it's amazingly simple and fun that even very young children can understand how to use *Sid N' Al's Incredible Toons* without help from mom and dad.



When they told him that school might be harder for him, he didn't listen. When they said he shouldn't try, he never even heard. Because he couldn't hear. Hardly a word. Been that way since birth. So he heard with his eyes. He listened with his heart. He took his own road to discovery and learning. He also took these photographs. His name is Robin.



Are they at the age where they collect bugs, take things apart, and ask for explanations for just about everything in science and nature? If so, these two games will give their brains plenty to think about. *Doctor Brain* helps them grasp scientific concepts, and *EcoQuest* gives them insight into how the world works, and why it's worth saving. Both games are compelling and challenging enough to lure them away from the television for weeks.



The answer to all your gift buying needs: The Sierra Gift Certificate.



Open the door to a new world of excitement for someone or everyone on your Christmas list this season. Give them the gift of a Sierra game or educational software product and help them discover the fun they can experience as owners of a home PC.

To make your gift giving easier, Sierra is offering special gift certificates for a limited time only at a special holiday price of \$49.95*. These special

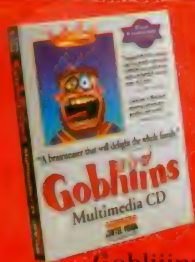
certificates are good for any Sierra or Dynamix brand product, and will allow you to give this gift without having to know the type of PC your friend or relative has.

Receivers of the Sierra Gift Certificate can also select the type of Sierra game they want for themselves. No need to worry about whether their gift certificate will cover the cost since the certificate is good for any product Sierra makes.

Call 1-800-757-7707
now to make all of your holiday gift-giving easier.

Visa, Mastercard, American Express and Discover Card accepted.

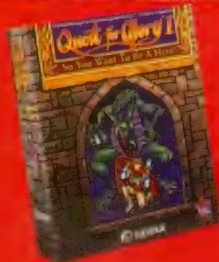
Holiday Gift Certificates good while supply lasts, and all sales of the certificate end on December 25, 1994. Limit 1 certificate per person or organization without prior approval in writing from Sierra On-Line, Inc. All certificates must be redeemed by June 30, 1995. Certificates have no cash value. * Plus shipping and handling. Gift Certificates not redeemable for Berlioz Label products marketed by Sierra.



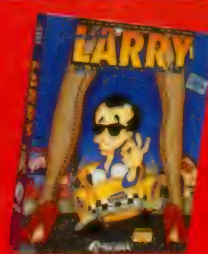
Gobliins® 1
MS DOS CD



Gobliins® 2
MS DOS CD



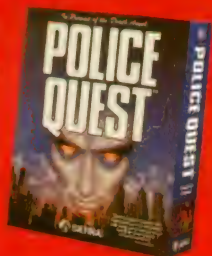
Quest for Glory® 1
MS DOS



Leisure Suit Larry® 1
Mac



Inca®
MS DOS CD



Police Quest® 1
MS DOS



Police Quest® 2
MS DOS



Police Quest® 3
MS DOS



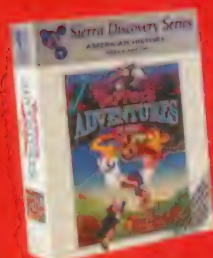
Stellar 7®
MS DOS, MS DOS CD



The Prophecy®
MS DOS



Willy Beamish®
MS DOS, Mac



Pepper's Adventures
in Time® MS DOS



Slater & Charlie®
MS DOS, Mac



Turbo Science®
MS DOS



Space Quest®
MS DOS, Mac



Space Quest® IV
MS DOS, MS DOS CD



Space Quest® V
MS DOS



The Dagger of
Amon Ra® MS DOS

BUY ANY TWO GAMES SHOWN HERE FOR \$22.95 EACH, THEN SELECT A THIRD GAME FREE!

Here's your chance to pick up some of Sierra's most endearing and enduring 256-color games, and save money too! Simply purchase any 2 games shown here for the low price of \$22.95 each, and a third game from this page is yours free. Wow! At prices this low, you can find games for everyone on your holiday shopping list (including yourself)!

CALL 1-800-757-7707
24 HOURS A DAY, 7 DAYS A WEEK

*All games are 256-color, except Police Quest 2, which is 16-color. Offer expires Dec. 31, 1994, and cannot be combined with any other offer. Supplies are limited; prices are subject to change. Please allow up to 4 weeks for delivery. Limited to platforms listed. ® and ® designate trademarks of, or licensed to Sierra On-Line, Inc. Space Quest® is a registered trademark of The Children's Museum of Indianapolis, Inc., and is used by license. Offer #WSCIA

Bright Kids CLUB

ZOWIE

What is it?

Sierra's Bright Kids Club is an international organization with over 39,000 members, ages 3 -14. These lucky Clubkids get the first scoop on all Sierra contests and updates about new Sierra games. Check out the next page and read how you can be the next member of the Bright Kids Club.

WIN \$50,000 FOR YOUR COLLEGE PIGGYBANK!!!

You might have heard Mom or Dad talk about how much it will cost for you to go to college when you get a little older. It's SO MUCH that they are probably starting to save now. Well, Sierra On-Line wants to help out and we have a really cool contest to do just that. This fall, two lucky kids will win a \$50,000 savings bond to help pay for their college education in the Sierra Kids in College Contest. Sound like a good deal? Well, keep on reading. In order to enter this contest, you have to be living in the United States and going to school in grades K-6. If this sounds like you, look to the right to see how to enter.



Just follow these five easy steps to make that piggybank fatter:

1. Get an official entry form and rules from any specially marked Sierra software package.
2. Answer the question "How will your future be changed by computers?" either by drawing a picture or by writing an essay. (It depends on your age.)
3. Have your parents sign the contest entry form.
4. Send everything in with a proof of purchase from an approved Sierra software box.
5. Hurry! The contest ends January 31, 1995!

It's that simple. So, tell your parents all about it and enter today!



Join The Bright Kids Club... It's Free!

The Bright Kids Club insures your family is kept informed about Sierra products, promotions and special events. Simply mail in the postage-paid registration card after you purchase any Sierra Talking Tutor or Sierra Discovery Series game. We will automatically place your child's name on our club membership list.

After receiving the product registration card, we will send your child an official Bright Kids Club membership card and button, and a discount coupon toward your next purchase.

Watch for our quarterly Bright Kids Club newsletter filled with contest information, puzzles and new products.



We Want Your Letters!

Write to Us!! We'd love to hear from you. Tell us about your favorite Sierra educational games or any stories you might know or have made up. Go ahead and send us suggestions or Sierra game reviews. You could even send in your favorite joke. Anything (almost anything) you'd like to say and share, we'd love to hear! Include your name, age, complete address (and picture if you like) and mail to:

BKC Mailbox
3380 146th Place SE, Suite 200
Bellevue, WA 98007

TALKING TUTOR WORD FIND

F	Q	W	F	O	A	L	P	H	A	B	E	T	B	L	O	C	K	S
T	V	A	L	K	G	O	B	F	N	P	Q	M	Q	C	D	N	X	O
A	Y	O	B	I	D	O	Z	U	P	T	M	B	S	P	O	O	K	Y
L	Z	C	J	D	A	G	S	B	T	Y	E	U	P	W	D	L	F	U
K	M	O	A	S	P	E	J	A	C	K	L	Z	E	N	E	B	R	O
I	D	Y	I	T	Y	A	Y	H	B	R	A	R	L	V	T	N	T	C
N	N	X	R	Y	B	F	E	N	A	X	O	X	L	M	J	S	L	X
G	I	L	S	P	E	L	L	I	N	G	B	L	I	Z	Z	A	R	D
T	K	Z	G	I	Q	H	B	G	A	K	F	C	N	S	E	S	L	D
U	E	Q	M	N	Y	F	P	O	N	D	S	H	G	M	B	O	V	P
T	B	A	G	G	A	J	D	J	A	Q	W	K	J	R	V	L	W	Q
O	C	C	R	A	C	K	E	R	S	G	O	C	U	E	W	O	I	R
R	H	N	E	O	I	K	R	J	E	V	S	E	N	Y	E	I	M	E
S	H	E	A	R	L	Y	M	A	T	H	T	B	G	S	P	D	N	S
A	W	I	D	D	O	O	G	E	B	G	U	T	L	H	I	P	P	J
L	N	X	K	I	B	U	C	K	L	V	K	V	E	E	H	R	A	O
R	B	E	G	I	N	N	I	N	G	R	E	A	D	I	N	G	L	H

Find the names and games of all the Talking Tutors! They are hidden in this jumble of letters. Circle them when you find them. Then, see if you can match the characters to their games below; draw a line to link them up. Hint: More than one character can be in a game and more than one game can have a specific character.

Bananas
Crackers
Jack
Loid
Spooky
Yobi

Alphabet Blocks
Beginning Reading
Early Math
Kid's Typing
Spelling Blizzard
Spelling Jungle

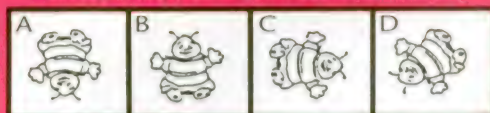
WHAT'S MISSING???

See if you can figure out what belongs in the empty box. There is a specific pattern for each set. Answers below.

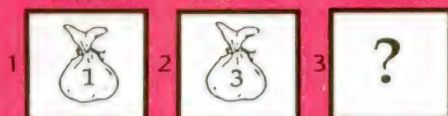
"Martian Dance"



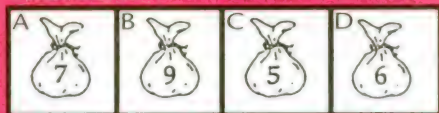
What happens next? Choose one:



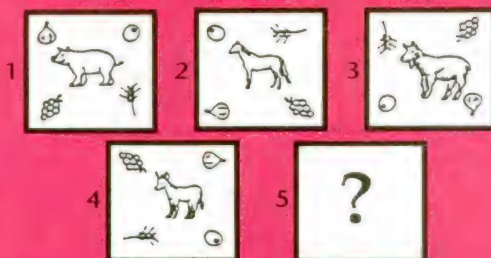
"Money Bags"



Choose one:



"Fruity Animals"



What happens next? Choose one:



Remember your favorite teacher, the one who made subjects come alive, and made learning a joyous experience? Now your child can share that same excitement with our Talking Tutors! Each animated and talkative character is a knowledgeable and patient coach, whose goal is to help your child learn while having fun!



ALPHABET BLOCKS

(Ages 3-6)

Bananas the chimp and Jack the jack-in-the-box guide young readers through games that teach letter names, letter style recognition, matching sounds to written letters, and associating, recognizing and pronouncing words based on their letter structure. Learning is faster

because Bananas and Jack talk to your child with easy-to-see lip movements and facial expressions that match actual speech.



EARLY MATH

(Ages 3-6)

Loid is a knowledgeable, patient math coach who helps children learn by problem-solving through analysis. Your child will learn important math concepts such as counting, addition, subtraction, geometric shapes, and spatial concepts.



BEGINNING READING

(Ages 4-7)

In this fun and engaging sequel to *Alphabet Blocks*, Bananas and Jack return to teach basic reading skills. Six new games will help your child learn two-letter sounds, rhyming words, vocabulary building, sight words, alphabetizing and story reading. Winner of the National Parenting

Center Seal of Approval for 1993.

Parents can order these Talking Tutor games today, for only \$29.95 (WIN or MAC), or \$34.95 (WIN CD or MAC CD), plus shipping and handling. Just call 1-800-757-7707. Lines are open 24 hours a day, 7 days a week. Hurry, this offer ends December 31, 1994. Offer # B847



TALKING TUTORS SAY LEARNING IS FUN ON COMPUTERS!



KID'S TYPING

(Ages 7-10)

Spooky the ghost continually creates new lessons based on your child's typing ability. Starting with learning the location of keys, through exercises and games that concentrate on problem areas, your child will learn to type while having fun!



SPELLING JUNGLE

(Ages 7-10)

A friendly wizard named Yobi entertains while teaching your child how to spell. Navigate through animated mazes to spell tricky words through repetition, humor, and fun. Focuses on hundreds of the most commonly misspelled words by students 7-10.



SPELLING BLIZZARD

(Ages 9-12)

Your child will have hours of fun in this sequel to *Spelling Jungle*, with new mazes and scenery. They'll learn memory tricks to help them correctly spell hundreds of words that represent 90 percent of errors made by children 9-12.

Try All Six Talking Tutors

Sample how much fun learning can be with our interactive multimedia CD. We offer 5 minutes of play from each of our six Talking Tutor games. Included is a \$5 mail-in coupon, good toward the purchase of any Talking Tutor game. Start your learning adventure today. Only \$3.99.

**Call 1-800-757-7707 and order
your KID'S CD SAMPLER**



ANSWER BOX

Baranus: Alphabet Blocks
Crackery: Beginning Reading
Jack: Early Math
Loid: Kid's Typing
Spooky: Spelling Blizzard
Yobi: Spelling Jungle

a. "Marian Dance": D
The Marian moves counter-clockwise in 15 degree increments

b. "Money Bags": A
Double the number in the preceding box then add one.
(1x2)+1=3, (3x2)+1=7,
(7x2)+1=15, (15x2)+1=31

c. "Fruity Animals": C
The fruits are rotating counter-clockwise around the animals.

F	Q	W	F	O	A	L	P	H	A	B	E	T	B	L	O	C	K	S	
T	V	A	L	K	G	O	R	N	P	Q	M	C	D	N	X	O			
A	T	O	R	B	I	D	O	Z	U	P	T	M	B	S	P	O	O	K	Y
L	Z	C	I	D	A	G	S	R	T	Y	E	U	P	W	D	L	F	U	
K	M	O	A	S	P	E	J	A	C	K	L	Z	E	N	E	B	R	O	
I	D	Y	I	T	A	Y	A	H	B	R	A	R	L	V	T	N	T	C	
N	N	X	R	Y	B	F	E	N	A	X	O	X	L	M	J	S	L	X	
C	I	L	S	P	E	L	L	I	N	G	B	L	I	Z	Z	A	R	D	
T	K	Z	G	I	Q	H	B	G	A	K	F	C	N	S	E	S	L	D	
U	E	Q	M	N	Y	F	P	O	N	D	S	H	G	M	B	O	V	P	
T	B	A	C	A	J	D	I	A	Q	W	K	J	R	V	L	W	Q		
O	C	R	A	C	K	E	R	S	G	O	C	U	E	W	O	I	R		
R	H	N	E	O	I	K	R	J	E	V	S	E	N	Y	E	I	W	E	
S	H	A	R	L	Y	M	A	T	H	T	B	G	S	P	D	N	S		
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Save a BUNDLE on Sierra's most popular Family Games.



MS-DOS

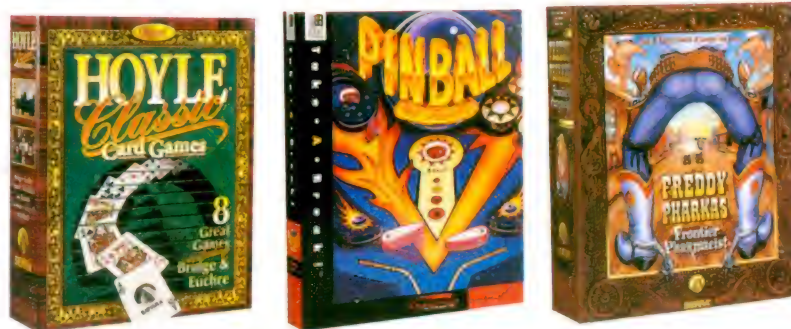
All 3 games for only \$89.95

For families who like to play together,
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Here's a trio the whole family will love!

- *Hoyle® Classic Card Games* includes Crazy 8's, Old Maid, Cribbage, Gin Rummy, Klondike Solitaire, Hearts, Euchre and Bridge.
- *Take-A-Break® Pinball* delivers eight great pinball games featuring popular Sierra characters, with digitized sound effects and a multimedia soundtrack.
- *Freddy Pharkas, Frontier Pharmacist™* is a tall and twisted tale, set in the Old West, of a gunslinger turned prescription writer.



Windows

All 3 games for only \$74.95

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Call 1-800-757-7707, 24 Hours a Day, 7 Days a Week
Your order will be shipped the very next day, and your whole family can begin enjoying Sierra's challenging, entertaining, thought-provoking and laugh-inducing games for hours and hours to come.

Offer expires Dec. 31, 1994, and cannot be combined with any other offers. Prices subject to change. ® and ™ indicate trademarks of, or licensed to Sierra On-Line, Inc.

To: Johnny Magpie

"I'd like an article that tells customers about the possibility of software bugs and bad disks in our products. I want to tell them if they find a problem in one of our games that they get over the holidays, they may get a busy signal the first time they try to call us. Oh, and I'd like to publish the article in a magazine that will be read by over 800,000 gamers... You got any problem with that?"

Ken Williams

What To Do If Problems Happen

How You Can Help Us, Help You

If I had a job at any other company in the software industry, I would never get a request like this.

Regular companies don't want to admit that they would ever make a mistake. But Sierra isn't a regular company. Not by a long shot. Not only did I get asked to write this article, but Sierra is actually paying me good money to do it.

To be perfectly honest, they did request that I mention that we do have high quality standards before I tell you how to get help to fix our mistake (if we do make one). This only seems fair and it's certainly true.

After all, only a small handful of the companies in this industry care enough to run their own manufacturing and duplication facilities to produce their software products. What other software company do you know of that tests each and every new game it produces on over 100 different configurations of personal computer and takes pains to be fully compatible with such a wide range of sound cards, flight sticks, and other assorted computer game hardware?

I could go on and on about the way Sierra employs people to randomly pick products out of our warehouse and double check to make sure the disks and CDs are all copied correctly, and that the right documentation is included in each box. I could talk about the virtual army of play testers that Sierra kept busy this summer beating the bugs out of the new games you'll be playing this holiday season. I work in Customer Service, not Lip Service. That is something we leave to the other computer software companies.

Instead, let me tell you what to do if something doesn't work. (After all, the only company that doesn't do anything wrong is the one that doesn't do anything.) This may happen because Sierra has one very large problem that most of our competitors wish they had. That problem is gamers just like you get so many of our games for the holidays.

SIERRA TECHNICAL SUPPORT

Extended Holiday Hours:

1-206-644-4343

8:00 a.m. to 8:00 p.m. PST, M-F
12/26/94 - 3/31/95

(After 3/31/95 hours return to
8:15 a.m. - 4:45 p.m. PST, M-F)

Other ways to reach us:

FAX: 1-206-644-7697

(It may take 24-48 hours to reply
to a fax. Longer if it's a weekend)

Write:

Sierra Technical Support:
P.O. Box 85006

Bellevue, WA 98015-8507

(It takes us 24-48 hours AFTER we
receive correspondence to reply)

Why is this a problem? Start with the idea that if a thousand people got a new Sierra game each day, and one in a thousand Sierra games had a bad disk or other problem that we missed, then Sierra would receive one phone call each day. Pretty simple right? If this was the case then Sierra would know that on an average day it sells 1,000 new games, so it should have enough Customer Service people on the phone to make sure that one phone call gets answered. That would be me and I can handle one phone call per day even before my first cup of coffee in the morning. But what really happens (because so many Sierra games are given as gifts), as many gamers open a new Sierra game on Christmas day as open them in any 90+ other days during the year. Suddenly, instead of my steady one call a day, I get 90 phone calls on that day. See the situation beginning to develop here?

The reality is that a lot more than 1,000 people open up a new Sierra game each day, and that there are 30+ people who do my job at the company (but the rest of this still works the same way). On the day after Christmas, we get 90+ times as many phone calls into Customer Service and Technical Support as we get on an average day. Since we can usually handle the daily flow of calls most days, they haven't trained the extra 2,700 people it would take to answer all the phone calls that we expect to have come in the day after Christmas. In fact, Sierra doesn't even own 2,700 phones (and if it did we wouldn't have any place to put them).

From our past experience we know that the phone lines will be jammed the moment they open

SIERRA CUSTOMER SERVICE

Phone:

**1-800-SIERRA5
(1-800-743-7725)**

Fax:

**1-206-562-4223
(24 hours a day, 7 days a week)**

until the last call at night. While we were in Oakhurst CA, we overloaded the town's entire phone system every year after Christmas for weeks. In fact, we even tied up the phones as far away as Stockton, CA, 225 miles to the north. You can imagine how popular we were. The greater Seattle/Bellevue area is a little bigger than Oakhurst (to give you an idea, until recently Oakhurst's closest traffic light was 55 miles away). Bigger yes, but it also has a few other software companies in the vicinity. (For instance, we hear those folks over at Microsoft and Nintendo may sell a piece of software or a game or two in spite of all the new products we have, so they may need to use the phone lines once or twice).

All kidding aside, there are going to be zillions of computer-related computer products given as gifts this season. Translate all that into technical support questions and you'll begin to have an idea how hot the phone lines are going to be up here. More than likely you're going to just get a busy signal if you call. Please just bear with us.

A little patience is going to go a long way during those few first weeks right after the holidays. If you try returning those presents you bought that turned out to be the wrong size or color you'll understand what I mean. A little patience can also be handy in working with Sierra, but the following few tips will likely get you the help you need faster:

1) Contact Sierra On-Line Via CompuServe or America OnLine

Sierra has a Customer/Technical Support Forum on CompuServe and another on America OnLine. Check either forum out if you're having problems getting your new Sierra game to run in a satisfactory manner or if you're having trouble figuring out how a game works. The numbers are listed on page 66.

To get the quickest service when accessing these forums, it helps to have the proper mind-set. "If I'm having this problem, I bet someone else is too." With this in mind, the thing to do is review the various public correspondence you'll find to read in the forum (as chances are whatever question you plan to ask has already been answered and is available for you to read at your leisure). CompuServe and America OnLine have a large number of phone lines open at any time, and

operate more or less 24 hours a day. In addition, CompuServe allows you instant access to the Sierra BBS, which offers a completely automated information base that covers a large percentage of all the questions you're likely to ever need an answer to.

When accessing Sierra Customer/Technical Service through an on-line service, don't think "Boy, this is a way to bypass the system. I'll get my answer from Sierra's Customer Service person on CompuServe immediately instead of waiting in line for an available person on the phones." Sierra does have trained people who take care of our service on both forums of course, but these people will find more electronic mail in their electronic mailboxes and have more questions to answer on-line after Christmas, just as our support people on the phones will. If you're looking for a personal response to an electronic mail message, please don't expect anything less than a 72 hour turn around until weeks after Christmas.

2) Remember: You Can Get Automated Support 24 Hours Every Day

Most gamers looking for technical support call Sierra during normal business hours on normal business days. Don't expect normal from Sierra. Sierra has multiple automated technical support lines open 24 hours a day, every day, including Christmas day. Don't ever be afraid to pick up the phone and give them a try night or day - the worst that will happen is you will get a busy signal. Auto Tech offers answers to the most often asked questions concerning our products. Sierra's Top Ten games are featured on the Auto Tech menu. All you need to do is press the corresponding number for the game you have. There is also a number you can press to get a complete alphabetical listing of all Sierra games.

Auto Tech is simple to use, there's really no excuse to not give it a try. Our tests have found that the information on Auto Tech answers well more than 3/4 of all Sierra Customer questions.

3) If the Problem is Bad Media, Your Retailer Can Probably Help

Is the problem a bad disk, missing disk or scratched CD? If you bought your Sierra product from a retail store (or if you received it as a gift), chances are very good that you can return the product for a replacement through the courtesy of your local retailer. Their return policy should cover flawed disks or CDs, missing documentation or if it's the wrong version of the game (i.e. you need the Windows version and got one for a Mac). If at all possible, bring in the original sales receipt and that should get you fixed up in no time. If you ordered directly from Sierra, or if your retailer doesn't have a replacement policy like this, you can certainly depend on Sierra to help.

DISK/CD REPLACEMENTS OR PATCH DISKS

If you need a patch disk for your game or if you didn't order your game directly from Sierra and don't know where it was purchased, Sierra can help you with disk replacement. We need you to send the first disk of the game or the CD to the following address with a note explaining what's wrong with the game:

Sierra Fulfillment

P.O. Box 485
Coarsegold CA 93644
or contact us via on-line

4) No Modem? Not the Media? The Automated Tech Lines Didn't Help?

If methods one through three don't help you, perhaps you really do need to talk to a real live person in the Sierra Technical Support Department. If this is the case, give us a call! But before you pick up the phone, here's a quick check list to follow that can really help us help you:

What's the Problem?

The five most common problems you might encounter with a game include:

(✓) I'm Having Problems Installing The Game on My Computer.

The install process didn't work properly. It could be a flawed disk or CD, so watch the prompts you see on screen for the "READ/WRITE" errors or other symptoms. The CD could be improperly seated in the disk caddy. It's always amazing how often the installation that didn't work the first time works the second time around even though you did things exactly the same way. (Computers can get a little temperamental sometimes, but often respond well to just a little love and attention.) If you've tried it twice and it's still not working, make careful note of whatever error messages appear on screen and have them ready when you call.

(✓) The Machine Says I'm Out of Memory or Hard Drive Space But I Should Have Plenty to Spare.

One of the more common problems most people have with their computers is that they have all the hardware they need to run a Sierra computer game, but their computer's operating system is not properly set up to take advantage of it all. We can help you fix this problem and reconfigure your system to take advantage of all the memory your computer has. We can help you work through this problem as well, and your computer is likely to work better overall after we have worked with you.

(✓) The Audio or Video Is Missing/Wrong or Something Else is Obviously Incompatible

While Sierra works hard to support a wide range of audio and video hardware found in today's personal computers, it seems that every time we turn around, some company is introducing a totally new one or at least sneaking a new (and incompatible) feature into a card currently on the market. If keeping tabs on these issues weren't enough, sometimes working equipment stops when you plug in a modem or other peripheral. Make a point of writing down everything you can find out about your equipment (not just your sound card and CD-ROM drive, but also who made it and which model number if possible).

Also, if error messages appear, make sure you write those down just as they appear on screen. Often these seemingly nonsensical little messages can turn a 20-minute call into a 2-minute one since they can tell us exactly where the problem is developing.

Other compatibility problems are much easier to identify. A PC user cannot use a Mac product even if the Mac disk does fit in your 3.5" disk drive. If

NEED A HINT?

Call the 24-Hour Hint Line

1-900-370-5583

(75 cents each minute)

Available in U.S. only. Callers under 18 must have parents' permission.

you've got an old 286, you are simply not going to be able to run *King's Quest VII* even if you do own a CD-ROM drive. Check the listed system requirements on the software box. You'll find a pretty good list of the information you need on either the side or the bottom of all Sierra and Dynamix software boxes.

(✓) Help! I Don't Understand Any of This!

Don't be embarrassed or afraid to call if you just need us. We're here to help.

It's worth pointing out here that another reason why we get so many post-holiday calls is that we have so many first-time computer owners and first-time Sierra gamers. They're not really sure how a game is supposed to work or even how their new computer is supposed to work. It's important that we make sure they feel comfortable with the answers we give them. It only takes a little bit longer and remember, just like anything else, you were a first-time gamer at one time.

"We really want our readers to understand we're doing the best we can," explains Doug Valente, Technical Support Manager. "We can answer questions more quickly if the customer can have the following information near the phone when

Don't Stress Out, We're Here to Help!

they call." (If you are a novice computer user and don't know all this information, don't worry. Just get what you can and give us a call.)

Tip #1 - Location Is Everything

We know that many of you work during the day just like us, but if at all possible, please try to be at your computer when you call us. If we can tell you "Press this Button" and then get feedback on what happened, it cuts the frustration on everyone part. We know this isn't always possible, but it is appreciated.

Tip #2 - Be a Good Data Detective

As the audience of computer users grows out there, we can't expect all of our gamers to know all about the internals of their computers anymore. While I know you've got a Macintosh (or at least an Apple II) if you tell me it has a picture of a psychedelic fruit on the front, telling me you have a Compaq is often less help (than ordering a part for your car would be if you told GM you had a Chevy).

SIERRA HINT BOOKS AND STRATEGY GUIDES

1-800-757-7707

You Can Order Direct
(Most are \$9.95 plus shipping)

I need to know the amount of RAM/Memory available on your computer. Personal computer users try the `chkdsk` command at the `c:` prompt. A message will come up on the screen telling you how many total bytes of memory you have and how many are free. If you own a Mac, pull down the Apple menu and choose "About This Macintosh."

I need to know - if possible - which version of DOS, your Mac System or Windows you have. (The handiest way to find this for most people is to check the ABOUT screens or dig your DOS or Windows manual out of the back of your desk drawer).

Next, I need to know what hardware you've got inside your computer. Write down everything you can find, from sound card to CD-ROM drive, and don't forget to write down which slot the cards are in if you have any idea of what I'm talking about when I say "SLOT." (If you don't, please

SIERRA HINTS ON-LINE

Try the
Sierra BBS

Type GO SIERRA
(Via CompuServe)

Read Hintbase on AOL
KEYWORD SIERRA

don't worry about it.) Don't forget to mention modems, etc. even if you don't think the card has anything to do with your problem.

I also need to know the exact error message that appears on your screen. I know this is something I've mentioned many times now, but it's very important. Write down the whole message - even the numbers and other silly gibberish if you can.

Know which game you are trying to play and (if possible) which version of the game it is. If you can't identify the version number (it is usually written on the disk label for disks) make sure you have the original media and documentation from your product with you when you call us. You might be amazed at how many calls we have from people who are having a problem with "that Quest game" or even "that King's Quest game." Keeping the software, documentation and even the original product packaging nearby before you call can be very handy to us.

Tip #3 - Please Work with Us—We're On Your Side

We have found when gamers get frustrated (especially when they really want to play the game they just bought) it can make it very hard to answer their questions because they are explaining (often in a loud voice) how much we aren't being helpful. We understand frustration, but please remember if you can, we are anxious to be helpful. We're on your side.

This is an especially important thing we would request of you during the time just after the holidays. I've been through a few holidays with Sierra and I know that even if this is the season of peace and brotherly love, people who have been trying to call us since 8:00 a.m. on December 26th are often ill-tempered by 8:00 p.m. on December 27th. If you happen to be that caller, please remember that I'm working as hard and as fast as I can. I will answer your call as soon as I finish helping the caller before you.

We're Bringing In Reinforcements

We have hired additional help and extended the workday an extra four hours, Monday through Friday (they will be open 8:00 a.m. to



Not a recommended solution when you get an error message.

8:00 p.m. PST until March 31, 1995).

Bottom line, we will all be working 12-hour days every day for however long it takes to get all of our Sierra gamers problems solved. We all have spouses, kids and/or other outside interests (some of us would like to be at home playing with our new toys) and we'll be spending less time with them until we get the overload tackled, it's just part of the job. Don't worry though, we won't hurry through our calls. We'll spend the time it takes to answer your questions thoroughly. We want to make sure you feel we did our best when you call.

*Technical Support will
all be working 12-hour
days for however long it
takes to get all
of our Sierra gamers
problems solved.*

If I'm off the phone at all, it is because I am sending out a diskette, faxing a set of instructions or otherwise working to solve a customer's problem. Any Customer Service or Technical Support person at Sierra who would dare to goof off any time after Christmas can expect himself/herself beaten to a pulp with a PC

TECHNICAL SUPPORT VIA ON-LINE SERVICES

COMPUSERVE:
GO GAMAPUB

76004,2143 or GO SIERRA

AOL

Keyword SIERRA

The Sierra Automated BBS
CALL: 1-206-644-0112

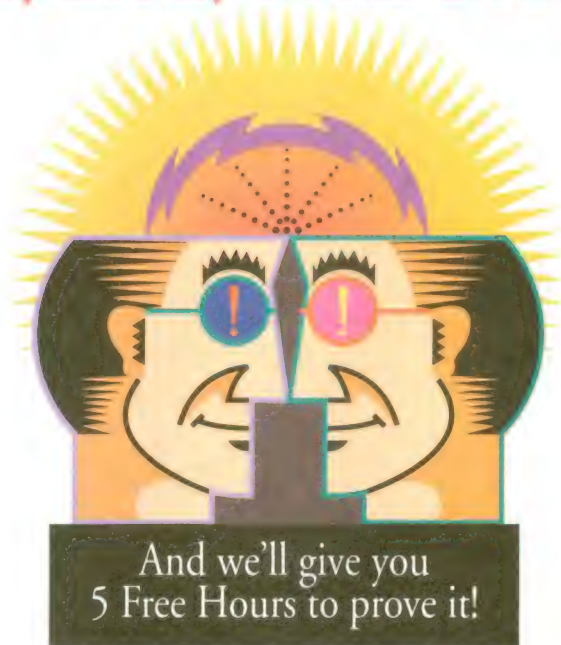
(It takes 24-48 hours to answer
any on-line queries, longer if it's a
weekend)

keyboard by one of his/her more loyal coworkers (just kidding).

We hope this little overview helps you understand what it's going to be like in Sierra's Customer Service and Technical Support departments the day after Christmas. At Sierra we're proud of our people and our products, and we back both 100%. We hope you have been very, very good so Santa will bring you every Sierra game you ask for.

Everyone at Sierra wishes you and yours a wonderful holiday. Peace on Earth - good will toward all.

IT'S NOT THE GAME, IT'S THE COMPETITION. REAL, LIVE, COMPETITION!



Discover a new world!

Let's face it. You think playing against a computer is fun? It can be, sometimes. But it's missing something: Another living, breathing opponent like YOU! All you need to get your heart rate up is a computer, modem and your ImagiNation!™

The ImagiNation Network delivers the best competition in the country right to your home. And thousands of other opponents are just waiting for you to show up.

Home entertainment, redefined...

Imagination has the classic board and card games we all grew up with, like bridge, chess, and hearts. But that's only the beginning. Spend time with a noted actor or writer in one of our regular forums. (It's your chance to

ask that burning question the talk show host forgot.) Meet new friends you didn't know you had when you share your interests and hobbies.

Come join us for a free tour of the community thousands of competitors throughout the country call home.

YES! Sign me up for 5 FREE HOURS on the ImagiNation Network.

NAME _____

ADDRESS _____

CITY _____ ST _____ ZIP _____

PHONE (_____) _____
(In case we have a question about your order)

MEDIA (check one): ☐ 3.5" diskettes ☐ CD-ROM

YOUR SIGNATURE _____

The ImagiNation Network requires a valid major credit card and at least a 386 IBM PC compatible computer, a 2400 baud modem, a mouse, a keyboard, and at least 580 kb of available memory. I understand that my first month's membership is free and that it allows me five hours of network access in that calendar month with any additional hours I use billed at \$3.50 each. Each subsequent month that I remain a member, I'll be charged \$9.95 per month giving me five hours of network access time to be used in that calendar month with each additional hour billed at \$3.50. If I choose, I can call anytime to cancel my membership. Otherwise I'll just keep having fun!

Offer Source Code: 791. Offer expires 3/31/95.
Offer valid to new members only. © 1994 The ImagiNation Network. All rights reserved.

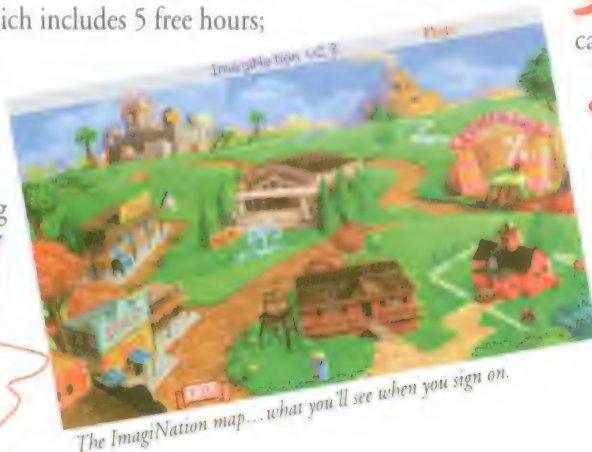
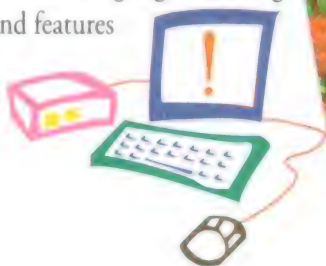
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Get 5 FREE hours
on The ImagiNation
Network!

IMAGINATION!

Start Exploring Your Own ImagiNation With 5 FREE HOURS!

Here's What You Get...

- 1.** Mail in this card and in less than a week you will receive your software.
- 2.** A brand new membership with 5 free hours of network time in that calendar month to get acquainted with new friends. After you use your free hours, you'll be billed at a rate of \$3.50 per hour during the first month. Each month you remain a member, you'll be billed just \$9.95 which includes 5 free hours; additional hours are billed \$3.50 each.
- 3.** A free subscription to *Imaginings*, the members-only full color newsletter that highlights coming attractions and features profiles of members and on-line celebrities.



Here's All You Need...

- 1.** I have at least a 386sx or better with a hard drive and 4MB RAM. I also have VGA graphics and a Microsoft-compatible mouse.
- 2.** You bet I have at least a 2400 baud modem. You think I want to have all this fun by myself?
- 3.** To use ImagiNation requires a major credit card. I have one!
- 4.** ImagiNation. Of course I have that. Are you crazy?

And if you need help installing your ImagiNation Network software, or in using it, just give us a call. We're available at
1-800-IMAGIN-1
 (1-800-462-4461) from 8:00 AM to 10:00 PM, seven days a week.

The ImagiNation Network reserves the right to change features, rates, or specifications at any time.



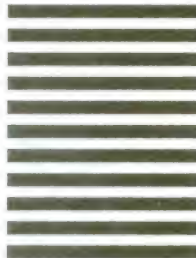
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 THE IMAGINATION NETWORK
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 IF MAILED
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 UNITED STATES



We pay the postage!

IMAGINATION!

Get Your Family on
 ImagiNation Today...



HAPPY HOLIDAYS from Sierra and Sierra Customer Service

THE SEASONED PROFESSIONAL

This humorous animated Christmas card by Emmy-award winning animator Bill Davis features an audition for the Christmas pageant. This holiday comedy looks and sounds great on your PC (386 or better) with an optional sound card. Run this one on the PC in your office or business. It draws a crowd every time.

FILE LIBRARY: DEMOS
FILE NAME: FUNSEASN.EXE
FILE SIZE: 428K



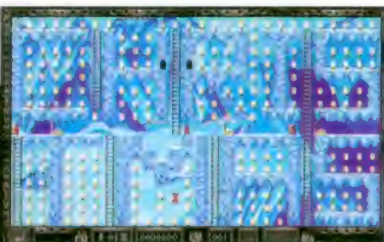
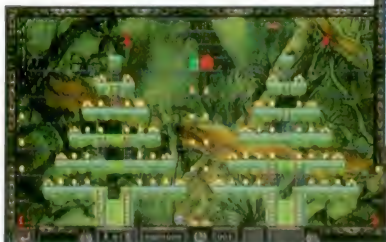
A SERENE SCENE OF CHRISTMAS

Here's one to run on your home PC during Christmas parties, or whenever you feel like getting in the Christmas mood. Watch as a beautiful doe drinks from a partially frozen lake beneath a winter moon or take a peek at a homey hearth with a crackling fire and a stocking hanging from the mantle. (Note the signature red parka of you-know-who laying across the back of the easy chair.) The animated scenes are accompanied by a large selection of holiday melodies that will have you singing along in no time.

FILE LIBRARY: DEMOS
FILE NAME: VGASEASN.EXE
FILE SIZE: 369K

LODE RUNNER HOLIDAY LEVELS

Sierra's Customer Service Technicians have uploaded *Lode Runner* holiday-related puzzles in the LODE library. Download these for extra holiday fun.



EVEN MORE LODE RUNNER LEVELS (AS IF YOU NEEDED ANY)

After you've finished the original 150 levels of *Lode Runner*, The Sierra BBS offers even more. *Lode Runner: The Legend Returns* includes a toolbox that allows players to build additional levels to the game. The Sierra BBS has a new library devoted to *Lode Runner* (it currently has four files). Download these new levels or upload levels you've created to share with others. Remember you must already own *Lode Runner* to play these levels.

FILE LIBRARY: LODE
RECOMMENDED FILES: LRFIRE.ZIP
LRICE.ZIP
LRWAT.ZIP

Download these great files from the Sierra BBS!
(206) 644-0112 or type GO SIERRA from CompuServe



CHIPS & BITS

Call 800-699-4263 Fax 802-767-3382

Int'l 802-767-3033 Source 10167

PO Box 234 Dept 10167 Rochester, VT 05767



'CH FLIGHT STICK PRO' is the ultimate battle stick for computer pilots. Features allow you to activate radar, arm and disarm weapons without removing your hand from the stick. The trigger and 3 fire buttons give you full range of combat. **SPECIAL OFFER!! WHEN BUNDLED WITH X-WING ONLY \$72**



'DOOM 2' Sequel to the award-winning DOOM. DOOM 2 provides more levels, more demons, more weapons, more excitement and a whole new story line! Stunning graphics, pulse-pounding action and intense gameplay make this the ultimate action game. For up to four players using a LAN. **CD \$44**



'VIVID 3D' What does 3D sound mean? It means game sounds come alive all around you. It means you can hear enemy planes flying directly overhead and bombs dropping right next to you. Provides dynamic 3D sound from 2 speakers. **\$59**

FREE SHIPPING!

Place an order for an out of stock item and receive FREE overnight shipping when product becomes available. Handling \$2 per shipment.



'SOUNDSCAPE' The first wavetable sound board that gives you professional 16-bit sound and compatibility with today's hottest game titles and multimedia applications. Offers compatibility with virtually all PC standards. **\$192**



'RELENTLESS' is an exceptionally rich and original action/adventure with surrealistic characters. You must conquer overwhelming odds in a struggle of good versus evil and rescue your significant other. Offers smooth and detailed animations, non-linear game play, 40 different locations and 12 sub-levels. **CD \$47**

IBM HARDWARE

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Snd Scp 16 Bit Wvtrl	\$199

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Labtec CS-800 Spkrs	\$65
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Snd Galaxy BX2 wSpk	\$29

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Strategy Guide

METALTECH

by Gregory Rucka

The Lure of EarthSiege

There's nothing like the thrill that comes from a good simulation. Nothing beats it, and nothing equals it, because in the best simulations one thing governs the entire gaming experience—immersion. You believe everything that's happening, to the point where every combat becomes personal, and you hurl curses at your monitor like a New York cabby who's been cut off. A good sim fills your senses. To use a tired cliché, you are there.

Your actions have real repercussions. A failed mission has you scrambling for survival. A failed campaign can lead to the loss of the war.

For any simulation to work, you, the player, must believe that you are in complete control of whatever vehicle you are using. The cockpit must be accurate and detailed, the readouts functional and plausible. All the information you need for survival must be presented clearly. Your control systems must be responsive as well as "feeling" right—you wouldn't expect a Sherman Tank to turn on a dime, and you'd be mighty disappointed if your simulated Porsche turned like a truck.

Looking outside, past your Heads Up Display, the world you see had better remind you of the real thing. Rocks should look like rocks, fires should burn believably, and shadows should fall correctly. Enemies had better look like something to worry about; otherwise, what's the point? When a bad guy checks out, you should be gratified, and when your fellow pilot falls in battle, the loss should linger.

A great simulation takes all of this even further—it gives you a reason, a character, and a motive. *MetalTech: EarthSiege* has all of this, and more in spades.

Of course, you can always just strap in and go. *EarthSiege* gives you Instant Action and Single Mission options, where you get your orders and can play your mission on a one-shot basis. But no simulation is complete without continuity, and



It's a battle of awesome firepower. Thrilling explosive graphics are exciting and realistic.

EarthSiege's continuity is nothing short of amazing. Career play, where you generate a pilot and lead your squad through multiple campaigns, is the heart of this game. Your actions here have repercussions; a failed mission leads to scrambling for survival; a failed campaign can lead to the loss of the war. The outcome of the game is entirely based upon your skill as a pilot.

It's five hundred years in the future, and mankind has been all but annihilated at the hands of the Cybrids—artificial intelligences that the military put too much stock in. The Cybrids

are relentless in their task, and all the more frightening because of their sentience. They know all of the human tricks; who do you think they learned from? What precious resources available are controlled by them, and with what sophisticated technology? From the Cybrid point of view, at least, their war against the humans is one of attrition, and one they are certain to win. All they have to do is wait. To the Cybrids, losing ten of their own to take down one HERC is an acceptable loss. After all, they can always build more Cybrids.

EarthSiege gives you the complexity of a war for survival, the struggle for resources, the technology and multiple agendas to add stark realism to your game world.

Which brings us to things like Silicon Graphics sequences and 3-Space terrain rendering, to advanced modeling techniques that are used in feature film, and to digitized speech and acting. Because all of the conceptual stuff is nice, but it's worth nothing if the simulation itself doesn't knock your socks off.

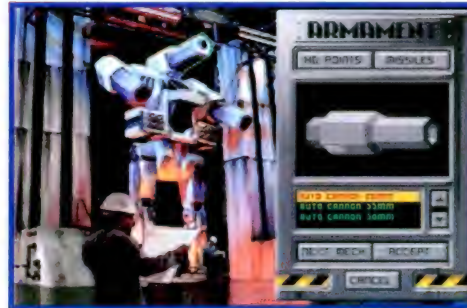
When you're in the cockpit of your HERC, you feel it. Every footfall, every movement. The sounds, too, amplify the experience, from the whine of the rotation motor as you turn your HERC's torso, to the buzz of the automatic cannons as you let loose 50mm depleted-uranium shells into the reactor core of the enemy. And when the enemy goes up in a ball of flame, you watch the fire die and the smoke rise thick and oily from the burnt wreckage, only to turn wispy and weak as the burn dies out. Piloting a light HERC, you literally sprint across the blasted terrain, watching the ground rise and fall as your HERC's legs propel you. In the heaviest Assault model, you move with a relentless deliberation that commands the battlefield. It's total immersion at its finest.



The simulation, digitized speech, film quality and 3-Space backgrounds will knock your block off.

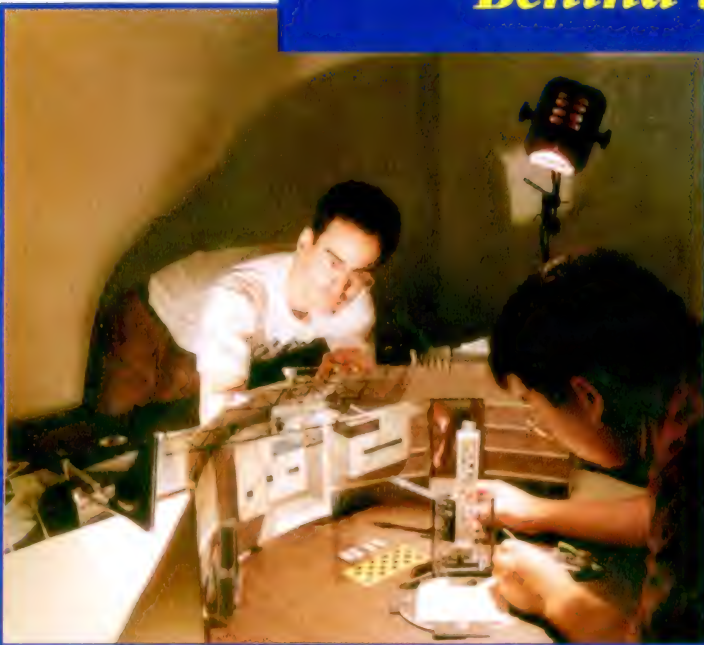
The Cybrids are opposed by the Human Resistance, a motley, quasi-military organization made up of survivors who have managed to keep the Cybrids at bay long enough to wheel into action some HERCs of their own. To the Resistance, each HERC is worth its weight in gold; indeed, each HERC is worth more than the life of the pilot who drives it, because the Resistance can't always build more HERCs; they have a hard enough time keeping the ones they've got armed and working properly.

Conceptually, this is the world of *EarthSiege*. Nowhere in the game can you escape it.



Choose your weapons carefully, the enemy Cybrids greatly outnumber you.

Behind the Scenes



Feature-film quality went into the meticulous model building for the set of EarthSiege.



Miniature sets were designed, filmed and digitized to set the scene for EarthSiege.

The Ten Commandments

of EarthSiege

So you want to blast those tin cans back to the Stone Age? You want to be the pilot who single-handedly leads the Resistance to victory, and purges the planet of the Cybrid menace? You want to make it to the final battle and live to fight another day? Then listen up. Here are ten rules to live and win by, and although most of them deal directly with Career play, all are applicable no matter how you approach *MetalTech: EarthSiege*.

Rule Number One Thou Shalt Always Seek More Salvage

The brutal reality of *MetalTech: EarthSiege* is that you are dirt-poor in terms of resources and technology. In any battle you enter, you must have two agendas at all times. The first is simply to survive and fulfill your mission. The second must be to return home carrying more than you left with. You must shoot to salvage.

Damage to your HERC and the others in your squad can only be repaired with usable parts recovered from fallen Cybrids. That's it; no if, and, or but about it. The same goes for most weapons. If you blow every Cybrid you fight into its component atoms, you won't be

long for the war. The law of averages will get you, simply because the Cybrids will do enough cumulative damage to you over the course of several missions that you soon will not be able to make necessary repairs to your squad, let alone allocate salvage to the construction of new HERCs. And all the while, the Cybrids will be bringing out bigger and badder designs, with nastier and nastier weapons, until finally you'll find yourself looking at some Hyperion class Cybrid with nothing but suddenly very thin shields and two 100 gigawatt lasers between you and your final reward.

Not a pretty picture.

Get into the habit (as soon as you start piloting), of shooting to cripple, and not to kill. If you can fell a Cybrid by blowing out one of its legs, you'll drag a lot more salvage back to your base when the fight is over, and maybe you'll net some more weapons in the process, too.

You've got to become an ace shot—don't try to shoot off a Cybrid's Electro-Magnetic Pulse Cannon and end up blowing the weapon to charred bits in the process, and don't spray shots randomly and then narrow your field of fire to

**Shoot to cripple not
to kill, you'll drag a lot
more salvage back
to your base.**



Destroy the HERC but try to just put him out of action so you can salvage his parts.

cripple. If you riddle a Cybrid torso with shots and then succeed in crippling it, the collateral damage from the fall could well leave you with nothing for your pains. After all, you are suddenly subjecting fifty-some tons of electronics and metal to gravity. The fall might well finish what you started.

It is, of course, a double-edged sword, though. Crippling is all well and good only if you're going to be around to use the salvage later. All the recovered weapons and tons of salvage in the world won't help if you're dead when the battle's done.

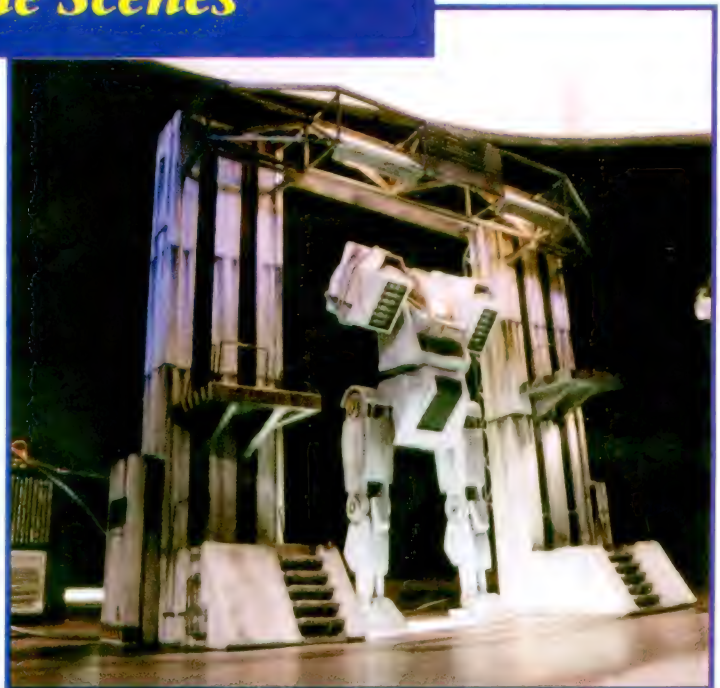
Rule Number Two Thou Shalt Know Thy HERC

Simple enough, each HERC has different traits, and is best suited for different missions. You don't want to be piloting a Colossus class HERC to chase down some pesky Cybrid Stingray that's infiltrated your base perimeter. Sure, you could blast the Stingray to charred metal when and if you caught up to it, but you'll

Behind the Scenes



EarthSiege goes Hollywood! Professionals from the movie industry helped to shape the look and feel of MetalTech: EarthSiege.



The intricately hand-crafted model of the service bay sets the scene for future damage repair.

never catch it at all if it turns tail and runs. You're just too slow.

By the same token, if you have been ordered to protect a supply convoy, you don't want to be in a Roadrunner class HERC. Sure, you're fast and maneuverable, great for recon operations, but for protecting a slow moving target? Rather, you want a mid-range combat HERC, a Raptor or Tomahawk, that can move quickly when you need it to, but can still go toe-to-toe with the lighter enemies.

Rule Number Three Thou Shalt Know Thy Cockpit Controls

All HERCs have the same cockpit controls, but layout differs from model to model. Know where all your readouts are at all times, know what they're telling you, and learn how to use them. Of the utmost importance is knowing your shield strength and your weapon status.



You'll marvel at the realistic feel of the complete control cockpit. Dials and switches really work.

You don't want to be facing down an angry Mirimac with a laser that has no charge or an automatic cannon that has no shells left, and your shields shifted to cover your rear. That's a fight that won't last long, and you'd be lucky to get out of it alive.

Rule Number Four Thou Shalt Respect Thy Radar and Use It Judiciously

Perhaps no device on your HERC can help you more and still cause you as much grief as your radar. The problem with radar is, it only knows two ways to scan an area; either actively or passively. If you scan actively, your radar will detect any object that is reflecting your radar emissions back at you. The obvious benefits are that you'll be able to see the enemy coming at you, as long as they're not hiding behind a mountain or otherwise jamming your scan. Additionally, two of the four missile types that you can equip yourself with require active radar illumination of the target for a lock. Once a lock is achieved, it is very difficult to shake the missile as it homes in on its target.

The problem with an active radar scan is that it's like shouting "I'M OVER HERE" to any Cybrid in the area. It's bound to attract attention of the most lethal variety.

The flip side is that passive radar only detects those objects that are using active radar. This is all well and good if there are Cybrids scanning the area for you—you'll see them coming. Unfortunately, if the Cybrids aren't scanning the area, you may find them the hard way—when you've all but tripped over them, and passive radar is useless if you're trying to locate an enemy base that isn't even equipped with radar.

To successfully utilize your radar, you must know your mission goals. If you're on a Search and Destroy, by all means use active radar scans, and take advantage of that by equipping yourself with missiles that need target illumination for a lock. But if you're supposed to be sneaking through enemy lines on a Scouting mission, keep the radar set to passive mode, and take either Anti-Radiation Missiles that will home in on active signals (a wonderfully nasty surprise for any Cybrid who's bathing the area with radar and looking for you) or an ECM pod that will block their ability to lock on you, or even to transmit to other Cybrid units.

Your radar is best used in short bursts, switched on to find a specific target, and then switched off once the target has been located.

A final note about the ECM pod, as well. The ECM defeats enemy radar and transmissions by being NOISY. VERY NOISY. SO NOISY THAT THE CYBRIDS CAN'T WADE THROUGH ALL THE TRASH THAT'S BEING TRANSMITTED TO LOCK ON YOU.

Unfortunately, that attracts a lot of attention, and while missiles won't be able to lock on you, an ECM pod does nothing against, say, a particle beam weapon.



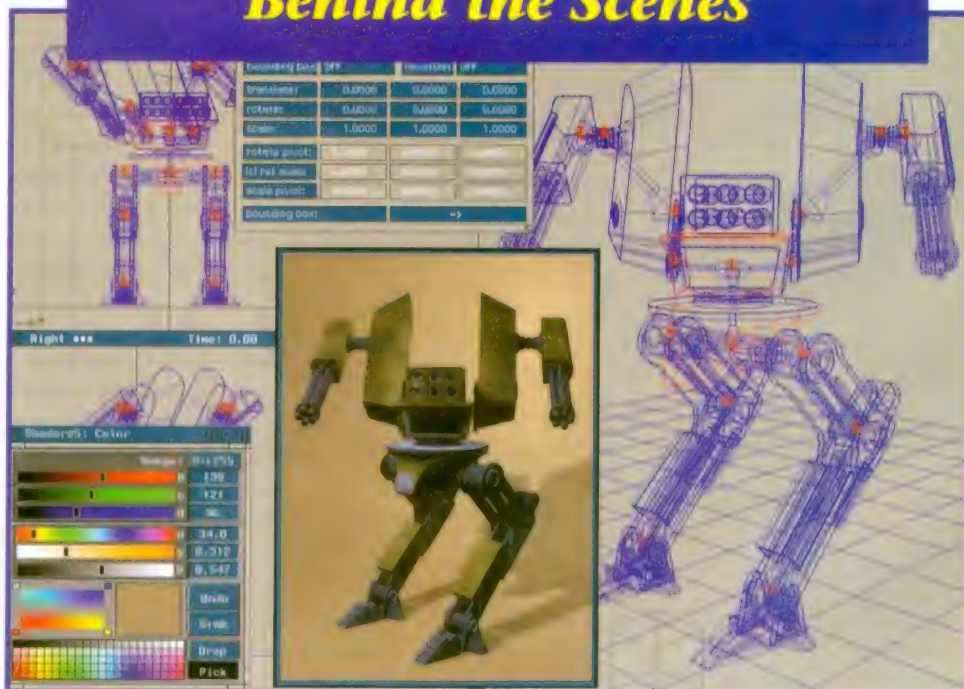
Once you've located your enemy, it's time to plan and execute your squadron's strategy.

Rule Number Five Thou Shalt Know and Understand Thy Mission Goals

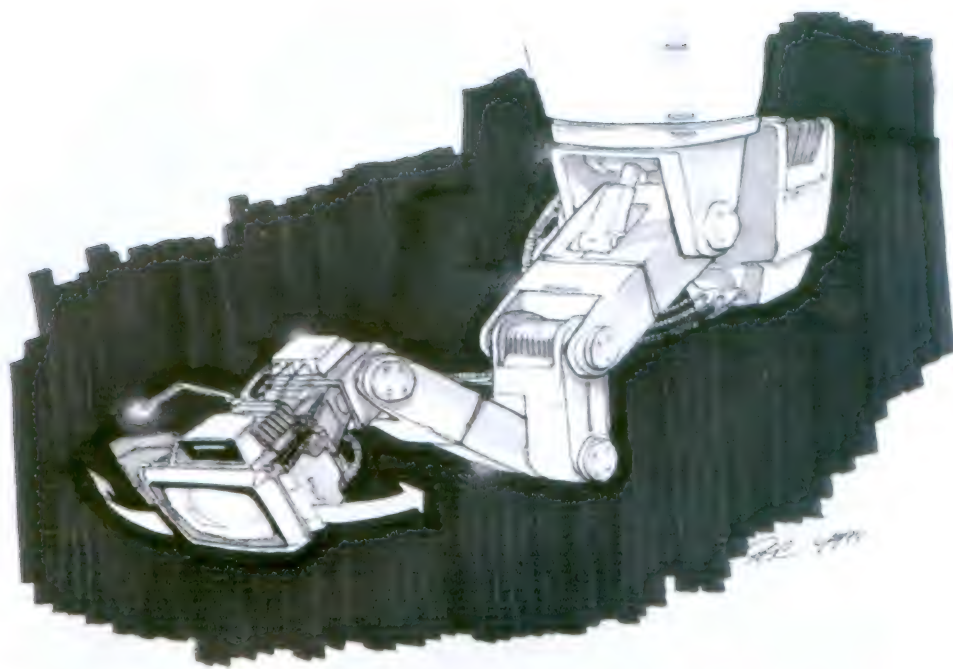
In Career play, each mission has a specific objective, and each mission is different. Don't expect one Patrol to be anything like the next one. Your briefings are explicit in their instructions, giving you required waypoints that must be met, and conditions to be fulfilled. If

The Cybrids learn quickly, and will take steps to prevent any tactic from working twice.

Behind the Scenes



Countless hours went into the meticulous rendering of the HERCs to maximize the flawless accuracy of their every move.



Concept sketch for a diabolical Cybrid torture device.

you've been ordered to reconnoiter a Cybrid factory but not to engage it, then don't engage the base, no matter how tempting the opportunity. Foolish heroics can easily end in costly repairs for your HERC, or painful brain-extraction by the Cybrids.

By the same token, and although this may sound contradictory, don't become some mindless automaton. The intelligence gathered by the Resistance can only be so good, and your ability to take the initiative and to think on your feet is what can save your life when the smoke is thickest.

Finally, remember that *MetalTech: EarthSiege* offers you a Single Mission option, where you can choose the type of mission you want to pilot on a one-shot basis. This is great for practice! If you're new to the game, and have been given a Raid Mission briefing in Career play, back-out to the Main Menu and run a couple of Raids as Single Missions before going for all the marbles. What you learn during the Single Missions may save your life later on down the road.

Rule Number Six Thou Shalt Not Underestimate The Cybrids

Much as you may come to wish it were otherwise, the Cybrids are not stupid. In fact, for all intents and purposes, they can be just as devious, crafty, and brutal as you can—perhaps even more so, because they've got the resources to spare. You will always be one step behind them in terms of HERC design and weapons technology, and it is a foolish and soon to be dead pilot who takes the Cybrids for granted.

Remember that the first you may see of any new weapon is when it's being turned on you by the Cybrid you're fighting. The Cybrids learn quickly, and will take steps to prevent any tactic from working twice.

Most important to bear in mind, perhaps, is that

the Cybrids communicate with one another constantly. One Ramses all by its lonesome may not pose much of a problem to you or your squad, but if that Ramses is given the opportunity, you can bet it will call for backup. You might find yourself suddenly surrounded by a whole lot more metal than you wanted, all the while being strafed from the air by Landskimmers that have missiles to spare.

If surprise and silence are of the essence, keep your radar off, and maybe bring an ECM pod, too. A little jamming of Cybrid communications might be just the thing to get you out in one piece.

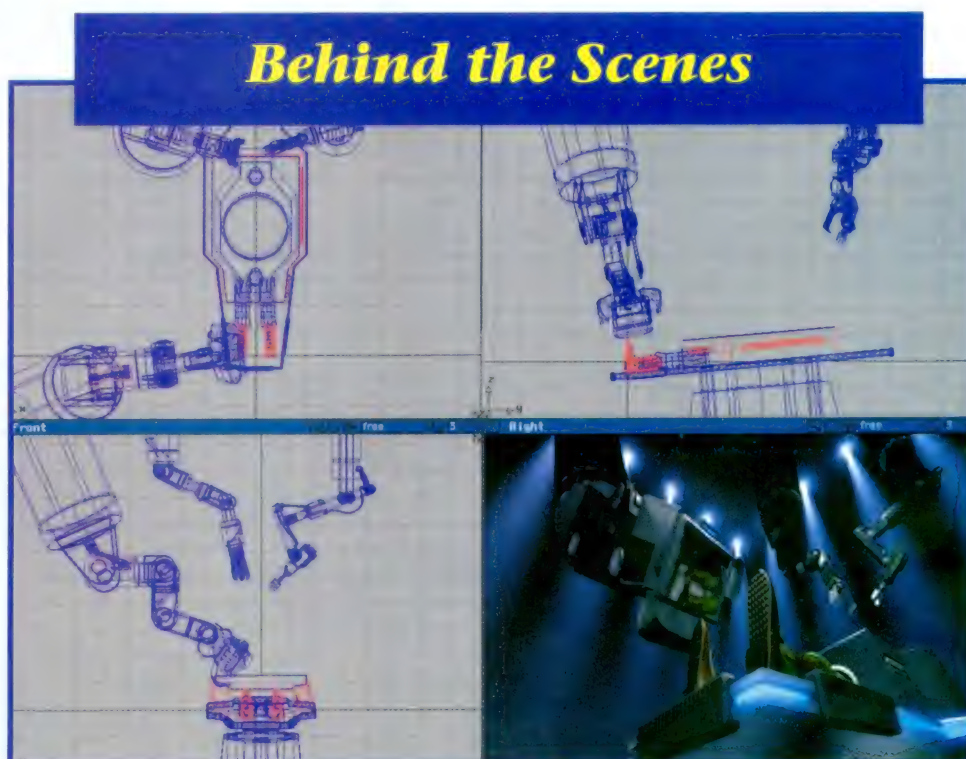
Rule Number Seven Thou Shalt Know Thy Weapons

One of the greatest things about *MetalTech: EarthSiege* is the ability to equip your HERC with different weapons systems depending on need and availability. To survive Career play, you must become a master at using what resources you have to the best of your ability. If you're sent to scout a Cybrid base, don't bog yourself down with heavy close-quarters weaponry. Take the minimum you need, 100 gigawatt lasers or 20mm automatic cannons, and nothing that requires radar.

If, on the other hand, you've been scrambled to protect your base from an incoming attack, you'd better take the heaviest HERC you've got and load it up with all the weapons of destruction at your disposal, from electromagnetic pulse cannons to Active Radar Homing Missiles.

Don't depend solely on energy weapons, however. Weapons like lasers require a constant charge, and when that charge is depleted, they can no longer fire. Prolonged usage of lasers can rapidly drain your master energy pool and, in effect, leave you with an empty gas tank. Other energy weapons fire a burst, depleting their entire charge with one shot, and then take time to replenish. If you know you're going to be in the thick of it, balance your weaponry between those that need only a little energy and those that need a lot.

In the case of missiles, know what you're going to need them for. Missiles requiring a radar lock are wonderful for a fast and furious battle, but only when you've knocked your enemy's shields down; otherwise, the missile



Graphic artists used the high-end Silicon Graphic workstation for *EarthSiege*'s battle-setting cinematic sequences.

will harmlessly detonate against Cybrid shields without doing any significant damage to the target. The Anti-Radiation Missile has the unique feature of being able to home in on active sources, and therefore does not require you to reveal your position by turning your radar on.

But there is one missile designed for the most deceptive, crafty, and devious player. The Electro-Optical "smart" missile can be guided by a HERC pilot to its target. A challenging weapon to master, the rewards of using it are a sight to behold. From your cockpit, you can watch a real-time display of the EO missile's flight, controlling it from launch until impact, either when it reaches its target or when it runs out of fuel.

And, of course, an EO missile cannot be detected by radar, nor can it be defeated by the use of an ECM pod.

Rule Number Eight **Thou Shalt Know** **Thy Squad**

In Career play you have three other pilots in your squad, and on any given mission, all, some, or none of them will be with you. You're responsible for assigning them their HERCs and allocating their weapons.

Know each pilot's abilities! All pilots, yourself included, are ranked by skill as a Rookie, Regular, Veteran, or Elite pilot. Don't put a Rookie in your best HERC, with all of the best weapons, and expect him or her to perform a miracle. By the same token, if you give your best—or even your worst—pilot your bottom-of-the-line HERC with mediocre weapons, don't expect them to live long enough to master the controls. You must balance what you have with what you must accomplish, and decide from there.

While in some games you can lose squad members without too much pain, in *EarthSiege*, your fellow pilots have distinct personalities, and they increase in skill much as you do. When one of your squad dies, you lose twice over—once because their experience is lost with their life, and once more because their HERC normally is destroyed in the process.

Rule Number Nine **Thou Shalt Communicate** **With Thy Squad**

You're in command. Don't expect your fellow pilots to know what you want them to do without communicating directly with them. *EarthSiege* allows you two ways of communicating with your squad in the field.

The first method, using the FlashComm (Flash Communications) screen, allows you to broadcast a coded message to all members of your squad at once. This is especially useful when you've got to start moving in a hurry. From the FlashComm screen, you can order your entire squad to open fire, turn on (or off) their radar, to come to your rescue, etcetera.

With the Command panel on your Heads Down Display, you can do even more. Using this screen, you can communicate individually with each pilot in your squad, watching their reactions and transmissions on video screens that are shown along with a real-time map of the mission area. By using the Command panel, you can issue single orders to individual pilots, directing them to locations and gridpoints on the map, or simply giving them general orders, such as defending a specified location or object.

It is by communicating that you can beat the Cybrids at their own game. You can plan flanking maneuvers, feints, and decoys all by sending the other pilots in your squad to perform specific tasks. Your squad communicates with you as well, notifying you when they have received an order, encountered an enemy, need your help, or require further instructions.

All pilots, yourself included, are ranked by skill as a Rookie, Regular, Veteran, or Elite pilot.

Rule Number Ten **Thou Shalt Fight Dirty**

Hey, it's a war, remember? This ain't *Red Baron*, where noble young men fought with honor and courage. This is for the fate of all humanity, and as such, dirty pool is not only appropriate, it's required. Kick the Cybrids when they're down. Sneak up behind them. If one of them runs, blow him away. One less Cybrid is one less Cybrid, and don't you ever forget it.

Use the terrain. If your mission is to intercept an enemy convoy, find their route and then set up an ambush by hiding behind some radar-impenetrable mountains. Use your Command panel to plan pincer movements, or to attack from two directions at once. Hit hard and run away, and then return and hit them hard again.

The fact is, blow-for-blow you'll most likely come out the loser, even if you win. The damage you take will have to be repaired with some of that precious salvage of yours. Far better to do some damage, back off, and then return to cause more carnage than to put it all on the line and find yourself with a charred wreck that's going to take more salvage to repair than you've got.

Fight dirty.

It's all in the name of good, clean fun, after all. 

Strategy Guide

BATTLE BUGS



by Vince "Ant" Geraci



Special Note: Commanding officers may be great when it comes to giving orders, but, it's the Bug on the linoleum who really knows how goes the battle. These letters were given to InterAction Magazine by the parents of PFC (Private First Class) Ant Chillada. He was wounded in action and awarded several medals and the Purple Cross.

October 26 Fort Kitchen Boot Camp "I Graduated!"

Dear Mom and Dad,

I really miss you both, and our little hill in the backyard. Mom, I especially miss your delicious crumb cake. Dad, I hope things are working out for you in the tunnels. (Did you watch the Black vs. Red pebble game this year?)



I've made a few friends. This guy Mo Squito, he's from the pond, a little different ya know, but nice. This one Bug, Rush Limberger, is so funny, but he stinks awful. We pretty much stay away from the Bee Squad. They all hang out at the hive and think they're such top guns with their yellow jackets and wings. I went to the Tree Hive one day for a quick drink...I wasn't even done when they chased me out.

Anyway, I'm fine, I've been eating and cleaning my antennae everyday...let me tell you about boot camp.

**Mom, I sure miss
your crumb cakes
with corn syrup
topping.**

**Tell Ant'honey to
keep up his mound
building studies.**

Boot Camp Basic Training - Four Days

Strategy Tips:

The first day was simple. We paired up and attacked a single enemy ant. We just wore him down till his energy level got real low. It was an easy victory.

The next few days we spent learning how to lob several bombs at once, and mostly we were trained on how to use each Bug's talent for the best defense.

You know I love to climb, and on the last day, I climbed to the middle of a cereal box and dumped three rocks on a cockroach before he made it to the food. Yessss!

Right after that, we were assembled for a briefing and given orders to "MOVE OUT!"

October 31, Halloween - Going Into Battle

We set up camp next to the door jamb in the kitchen. It was Halloween and we were getting silly. I wish you could've seen the Praying Mantis do his impression of a blade of grass, my pincers are still sore from clapping so hard.

Soon as night fell, we left for battle. I don't want to worry you, but it didn't go so well for





us at first. THEM has a strong military, we need to use more teamwork strategy.

November 7

Kitchen and dining room floor melee

Strategy Tip:

"Know your Bugs, know your enemy Bugs, think like they do, know your weapons, and don't forget - this isn't just your own private war...WORK TOGETHER!" The sergeant was visibly upset, and more frightening than the enemy. Lightning was so scared, he lit up.

The Sarge yelled, "Turn that damn thing off, *now!*"

My friend Mo Squito died in the Leftover sector when he went to protect the olive and had to fight a Lightning Bug. It was sad, but war is hell.

It did make us all realize that it is often imperative to sacrifice your life for the good of the colonies. I've seen many brave Bugs give it their all to assure food freedom for our backyard home.

November 15

Reinforcements arrive

Strategy Tip:

The battles continue to grow and the fighting escalates. We made it to the countertop but the air attacks have gotten worse.

I learned a few things today. One Rhinoceros Beetle can beat a Mantis but the Mantis usually injures it so bad it's out of commission. One Rhino' saved my life the other day and I had to scurry over and get the medic. Again, I realized

Cheese seems to stun THEM (the enemy). It distracts the ground troops and allows us to regroup our forces and launch a secondary assault, or wait for reinforcements.

We thought the air attacks were going to finish us until we found out how to group them together and use skyrockets to kill several at once. This may sound tough to do, but every time we knock one out of the air, we send in the Robber Flies to collect their weapons.

November 22th

Swarmers, Swimmers, Stingers & Stinkers



Strategy Tip:

The battles keep getting bigger every day. There seems to be an endless amount of new Bugs joining the ranks. THEM strategy gets harder to figure out, and they have been splitting their troops and artillery, and hitting us in waves. We've been ordered to send in a small, first strike force of Mosquitoes and use our ground-to-air skyrockets against the Bees.

The Rhinoceros Beetles are getting more fierce. We're running low on cheese and the Mosquitoes need all the help they can get from the Cockroaches. Those rascal Grasshoppers have a mean back-leg kick and the Praying Mantis seem out of control. If we don't get more bombs, rocks, and cheese, it could be all over.

Tomorrow we try to take the celery bridge. Our plan is to use a Moth to drop a Cockroach on the enemy side



The Battle Bugs celebrate victory with a feast of pizza, pie, and ice cream.

of the bridge while we concentrate our line of attack on the other side. Fortunately we have the Jumping Spiders as backup.



I'm not sure when I'll be able to write again. It could be as long as next February. Until then, give my best to Baby Larvae, and please stay away from the ant motels.

The War Rages On, Battle By Battle

Word from the front has been slow in coming since we last heard from PFC Ant Chillada. Cheese and Stink have been blocking all in and outgoing mail. However, there's been talk that our men have suffered major casualties. Continue to refer to this magazine as the feelers and multiple eyes of the world.



Before each battle, the Commanding Officers brief the troops on their next battle. This is the time to plan your strategy against the enemy.

the importance of team strategy. Two "Rhino-tankerous" can easily kill a Mantis and still be prepared for battle.

The importance of cheese. Cheese has done more on the battlefield than any Bug General, or Political Cricket. (Are they still chattering away in Washbasin?) Lately, we've been using it a lot.

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RUMOR MILL



The Official Word On New Simulation Games

After I erroneously reported that Hockey would be the next big game from *Front Page Sports* last issue, I received a very nice call from a top Dynamix manager to let me know that the followup to the successful *Football Pro* and *Baseball* games will be *Basketball*. No official word was given about when we could expect this game, but based on Dynamix' previous track record, I'd guess that we'll see this one just in time for the NBA playoffs.

While I was on the phone, I was also informed that the new project in the *Aces* line of historical simulations is a complete rewrite and upgrade to the award-winning *Red Baron* flight simulator. This is incredible news for any flight sim fanatic, and it gets better. I was asked if I could please let you all know that Dynamix is looking for input on how to make this already great sim even better. If you've got a wish list, please send it to Dynamix care of this magazine.

A Brain By Any Other Name And More On New Kids Projects

From the folks in the educational software group, you've probably already taken a look at the great new game product *Doctor Brain 3* featured in this magazine. As late breaking news, I was just told that the official name of *Doctor Brain 3* "*The Lost Mind of Doctor Brain*." Expect to see this new game at a retailer near you sometime in March or April.

I also got word that everyone is very excited about a new game called "*Playtoons*," a Color Forms-type game for the 21st century which is expected before the summer. I hope to be able to give you more information on this one next issue.

Also from the ed group, there has been lots of discussion about the *ADI Learning System* that Ken Williams has been working on. Ken mentions this one briefly in his *Inside View* column this issue. (A "must" read just to see how Ken stretches his view of what's educational to include the *Red Baron* flight simulator). There is also much rumor (but little solid fact) about development of a new educational network for INN called "Cyberplex."

New Adventure Games For 1995

From the adventure game people at Sierra Publishing, the word is that Al Lowe (designer of *Leisure Suit Larry*, and *Freddy Pharkas*) has teamed up with Andy Hoyos (Art Director of *King's Quest V* and *VII*, *Quest for Glory IV*) to create a new high fantasy game called "*Domain*." No word about whether this game is a follow-up or sequel to either *Quest for Glory IV* or *Betrayal of Krondor*.

There is also word that *Phantasmagoria 2* is already in development. The surprise is that Roberta Williams (who just finished the original *Phantasmagoria*) is not doing the design for it. Lorelei Shannon, Roberta's co-designer on *King's Quest VII* and writer of *Pepper's Adventures in Time*, will take the lead on this big budget project. Readers of this column know that I think highly of Lorelei's work and I'm glad to see she's getting a chance like this. I am really looking forward to this one.

With Roberta not doing the next *Phantasmagoria*, the question begs to be asked, "What is all-time best-selling adventure game authoress Roberta Williams going to be doing now that *King's Quest VII* is finished and *Phantasmagoria* filming is complete?" When I asked Roberta, her answer was "I'm retiring." Don't believe a word of this. I've already heard rumors of an on-line multi-player version of *King's Quest* for The ImagiNation Network.

Although Johnnie Magpie runs *InterAction Magazine*, there's still some question as to whether this column really qualifies as journalism. Read it, but don't necessarily believe it. Even Johnnie admits (sometimes) that he's been wrong before.

More Strategy Game News

In the simulation category, word is that the new 1.5 version of *Outpost* is very close to shipment. (It may be on retail shelves by the time you read this.) If you haven't returned your *Outpost* product registration card yet, make sure you do now so that you get the free upgrade when it becomes available. Also in the strategy game category, a new SWAT simulation/strategy game is in development. After ex-Los Angeles Police Chief Daryl Gates was called on to write a *Police Quest* game last year for Sierra, I have to wonder who the resident expert is on this one? I've already asked - Janet Reno and the ATF have nothing to do with the project.

That's about all the new games I've heard about for 1995 (other than *Gabriel Knight II*, which was reported last issue). It isn't a lot of new products, so I asked around because it sure seemed like there was something missing from my list. While everyone I talked to admitted I was missing something (though no one would say what) more than one person told me that everyone should expect fewer but better games from Sierra next year. It was pointed out that it took as many people to make *King's Quest VII* as it took to make *Gabriel Knight*, *Police Quest IV*, and *Quest for Glory IV* in 1993. As the staff necessary to make games get larger, there will be fewer of them.

A Final Tip to Help You Win Big!

As a final point, I did want to note that the numerous *InterAction Magazine* contests each issue seem to be a little under-attended recently. The "Trip to Washington DC Contest" from the Fall issue has had less than 400 entries so far. That's a bit of a surprise from a base of 600,000 readers.

There are three great contests this issue, each with a grand prize worth \$2,500 to \$4,000. (The NFL contest is my personal favorite.) You may want to take a few minutes to enter the contests now. You might be surprised how easy it can be to win big with Sierra and *InterAction Magazine*.

J. Magpie

See you next issue.

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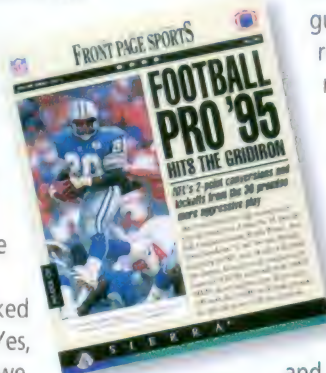
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Here's the hitch! Your article must be postmarked before January 1, 1995 in order to be considered. Yes, that's almost a month before the Super Bowl, but we have some pretty tight deadlines at *InterAction*.



To win, you're going to have to make some educated guesses in your story, and you better hope you're right (your article may be printed in *InterAction* and read by 800,000+ *InterAction* readers). To help you out, Johnnie Magpie has written the "boiler plate" of the article already. All you have to do is fill in the blanks plus write a short summary (about 50 words total) that summarizes the results of the big game. That's the deal. Sound easy? It is!

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The Contest and Prizes

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For the big contest, winners will be chosen based on accuracy of editorial and statistics. In other words, unless you guess exactly right on the teams, and your stats bare a slight resemblance to the actual score and yardage statistics, you stand less of a chance of winning than Arizona has of going to the Super Bowl this year. Once we use the statistics to weed out the weak guesses, *Front Page Sports* Team Captain Pat Cook gets to make the final determination of who will win. This prize includes hotel expenses, airline tickets, quality game tickets, and 300 bucks to take to the game itself.

5 Additional Prizes of \$500 in Free Sierra Software

I call it the "Johnnie Magpie Editorial Freedom Award Contest." These awards will go to the five writers who have written the best Super Bowl stories, regardless of whether the stories have anything to do with the facts. The real facts aren't important (just like in my *Rumor Mill* column), but it will have to be a great story to win these prizes - you can even predict a Bengal Super Bowl win if you want. If you wow Johnnie with your powerful prose, you'll earn yourself \$500 worth of free Sierra software. That's right - \$500 worth of free Sierra software. That should be enough to keep you occupied until next year's opening kickoff. You'll also receive a framed copy of the Johnnie Magpie Editorial Freedom Award, suitable for hanging on your office or bedroom wall or even for wrapping stadium dogs in.

The Official Game Rules & Other Legal Gibberish

1) Employees and family of Sierra On-Line, Inc. and its subsidiaries, agencies and suppliers are not eligible. Sorry Dad. 2) NFL players, sportscasters and other famous NFL people may enter, but must include the following text plainly in large letters at the top of the entry form: "Hi Johnnie! Love the Magazine! I'll have my agent give you a call and we'll see about that raise you didn't get when you made Managing Editor." (Note: you won't win, but you'll be busy Opening Day anyway unless you're retiring or a Cardinals' Quarterback). 3) This contest is not endorsed by the National Football League or its affiliates. Yeah, I know *Front Page Sports: Football Pro '95* has all kinds of great "Good-Football-Keeping-Seals" from the NFL Players Association and the NFL, but this is an *InterAction Magazine* Contest and we aren't organized enough to get these kinds of things. So hey, don't call Pete Roselle out of retirement if you don't like the rules. He can't help you. 4) All entries become property of Sierra On-Line, Inc. but don't worry because I won't use your full name and town you live in unless you won or you said anything really embarrassing. 5) Must be 18 or over to win. Sorry little dudes, make your guesses and have your parents sign the form. Don't let them mess with your answers though. Lots of adults just don't understand real football or may still remember the glory days of the Rams, which were probably before you were born. 6) Price of Ticket limited to \$300 per seat. (Which should buy a fairly good seat anywhere...except maybe Texas Stadium if the Cowboys do the Super Bowl thing again.) We also can't get you any good seat in the LA Coliseum because it really has no "good" seats. They're all so old they are practically petrified.) 7) In the event of non-availability due to act of God, work stoppage, play stoppage, some other stoppage or game tickets that cost so much that it would be cheaper to just buy the team or something, winner will have the option of taking \$3,000 or allowing us to apologize profusely and substitute seats to a game we can find tickets for. 8) No purchase necessary. Void where prohibited. Limit one entry per person - two per household. 10) No OJ Murder Trial Jokes please. I guess I'm a party pooper, but I never found the humor involved in a tragic instance of senseless violence that left some young kids without a mother. 11) Canadians, sorry, eh. Though if the CFL moves into any more U.S. cities, I may be forced to figure out a version of this contest that would get by the Canadian legal system. (Where next CFL? I hear that Anaheim could use a real professional football team these days.) 12) The results of this contest will be announced in the first Post-Super Bowl issue of *InterAction Magazine* and winners will be notified by mail. 13) Void outside the United States and wherever else prohibited by law. 14) If the contest entry form is missing or otherwise mangled, I guess you're out of luck. 15) Entries must be postmarked before January 1, 1995.

Name _____
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Attn: Johnnie Magpie's Football Contest

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The real story of this Super Bowl was (25 words here to describe the story. Was it Special Teams? Fumbles? The loss of a key player? Lack of a key player? Would more cheerleaders help? Tell us the big story of Super Bowl XXIX).

As for this reporter, my opinion after this Super Bowl is that (25 words here to summarize. What do you feel? That the AFC will never win again? That Dallas has proven they can win even with a new coach? That some other team couldn't win and it's time to find a new coach? Tell it like it is...err, will be).

I hereby declare I have read and understand all contest rules and that I am 18 or over. I am in possession of no time machine, extra-terrestrial intelligence, or other unfair advantage that has provided me with unfair information about the big game because if I had any I'd be in Vegas right now.

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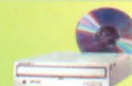
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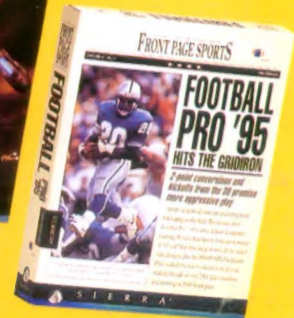
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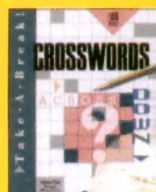
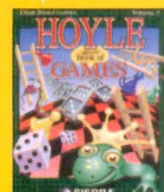
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